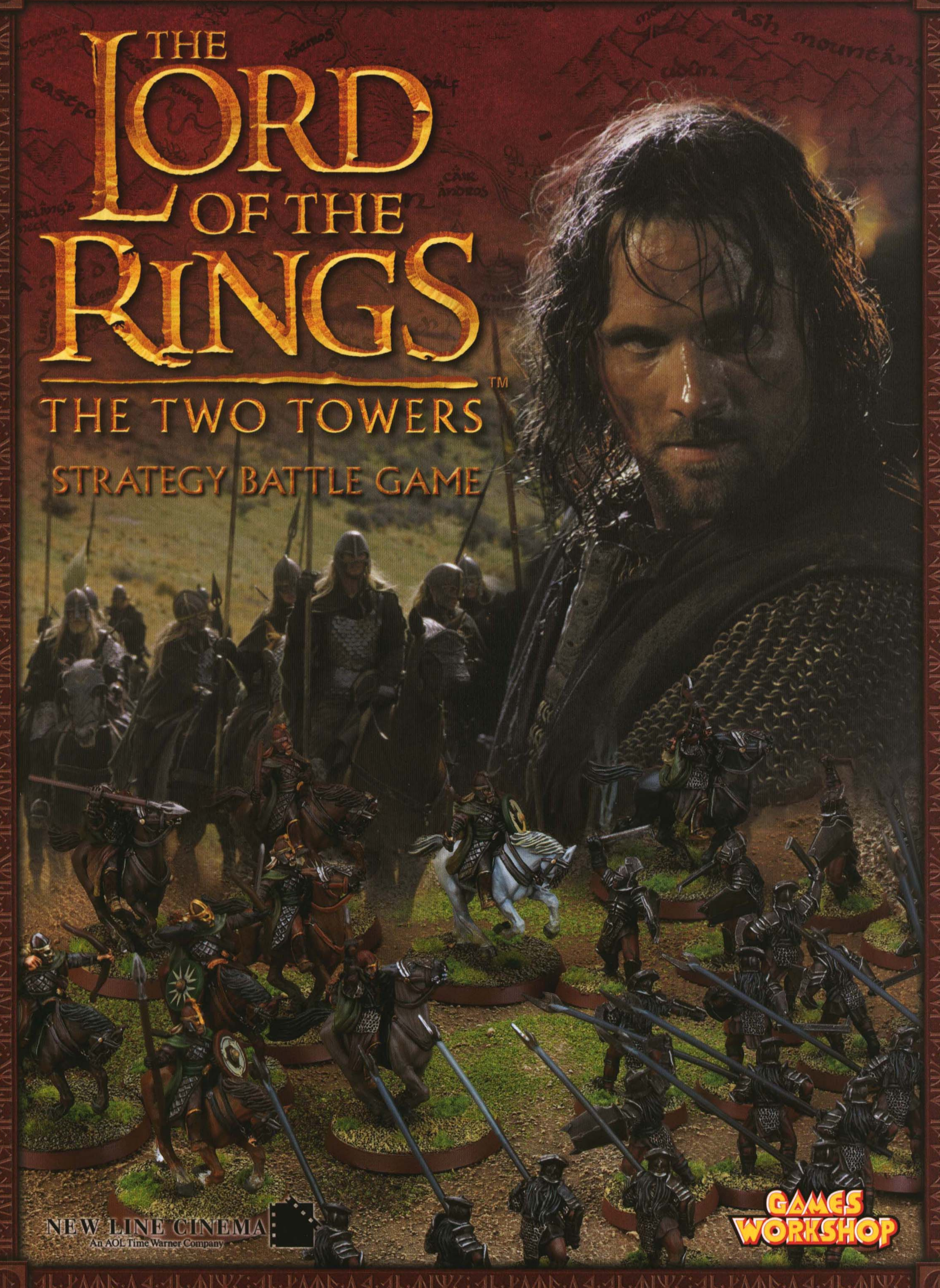


THE LORD OF THE RINGS™

THE TWO TOWERS

STRATEGY BATTLE GAME

NEW LINE CINEMA
An AOL Time Warner Company

GAMES WORKSHOP

The Heroes of Helm's Deep.

Faramir's rangers prepare to ambush.

Gimli stands alone against the Uruk-Hai.

THE LORD OF THE RINGS

THE TWO TOWERS™

CONTENTS

Introduction to the Game Rules

What you will need . . . 8
Advanced & Special rules . . . 8
Measuring . . . 8

Starting a Game . . . 10

Characteristics . . . 11

The Game Turn

Turns . . . 13
Sides . . . 13
The Turn Sequence . . . 13
Priority . . . 13

The Move Phase

Which side moves first? . . . 14
Movement chart . . . 14
Moving the models . . . 14
Charges . . . 16
Who can charge? . . . 16
Can I see? . . . 16
Terrain . . . 16
  Special Rule – Woodland creatures . . . 17
Barriers and obstacles . . . 18
Jumping an obstacle . . . 19
Jumping a gap . . . 19
  Special Rule – Moria Goblins & jumping . . . 19
Defending a barrier . . . 19
Advanced Rules . . . 20
  Climbing . . . 20
  Special Rule – Moria Goblins & climbing . . . 21
  Models on the ground . . . 21

The Shoot Phase

Missile chart . . . 22
Shoot . . . 22
Wound chart . . . 22
Casualties . . . 23
Multiple shots . . . 23
Multiple wounds . . . 23
Moving & shooting . . . 23
Shooters in combat . . . 24
Targets in combat . . . 24
In the way! . . . 24
Shooting from cover . . . 25

The Fight Phase

Fights . . . 26
When to fight . . . 27
Working out a fight . . . 27
Multiple attacks . . . 28
Multiple wounds . . . 28
Wound chart . . . 28
Multiple combats . . . 29
Trapped fighters . . . 30
Defending . . . 30
Defending one-on-one . . . 32
Defending in multiple fights . . . 32
Multiple fights on both sides . . . 32
Attacked from behind . . . 33

Cavalry

Characteristics for mounts . . . 35
Moving cavalry . . . 35
Shooting & cavalry . . . 37
Fights & cavalry . . . 38
Advanced cavalry rules . . . 39

ADVANCED RULES

Courage

Courage tests . . . 40
When to test . . . 40
Retreats . . . 41
Stand fast! . . . 41
Testing twice . . . 41

Heroes

Might, Will & Fate . . . 42
Might . . . 42
Will . . . 43
Magical powers . . . 43
  Special Rule – Resistant to Magic . . . 43
Fate . . . 43
Using Might, Will & Fate together . . . 44
Heroic actions . . . 44
Heroic move . . . 44
Heroic shooting . . . 44
Heroic combat . . . 44

Weapons

More than one weapon . . . 46
Swords & other hand weapons . . . 46
Bladed bows . . . 46
Spears . . . 46
Two-handed swords & axes . . . 47
Knives & daggers . . . 47
Shields . . . 48
Pikes . . . 48
Throwing weapons . . . 49
Picking up weapons . . . 49

Siege

A fortress on the tabletop . . . 50
Moving within the fortress . . . 52
Fighting in the fortress . . . 54
Battering the fortress . . . 56
Attacking the fortress . . . 60
Using Might . . . 62

Forces

Point values 64
Scenarios 64
How to select troops 65
Using the Record sheets 65

THE FREE PEOPLES

Heroes

Frodo Baggins 66
Sam Gamgee 67
Merry 68
Pippin 68
Gimli 69
Legolas 69
Aragorn 70
Boromir 70
Elrond 71
Haldir 71
Elven Captain 72
Captain of Men 73
Theoden 74
Eomer 74
Eowyn 74
Gamling 75
Damrod 75
Faramir 75
Gandalf 76
Treebeard 77

Good Warriors

High Elf warrior 78
Wood Elf warrior 78
Warrior of Gondor 79
Warrior of Rohan 79
Rider of Rohan 80
Ranger of Gondor 80

FORCES OF DARKNESS

Heroes

Sauron 81
The Ringwraiths 82
The Balrog 83
Saruman 84
Orc Captain 85
Moria Goblin Captain 85
Uruk-Hai Captain 86
Sharku 86
Grishnakh 86
Wild Man Chieftain 87
Gollum 87
Grima Wormtongue 88

Evil Warriors

Moria Goblin warrior 89
Orc warrior 89
Uruk-Hai warrior 90
Uruk-Hai Berserker 90
Cave Troll 91
Warg rider 92
Wild Man of Dunland 92

Scenarios

Scenario format 93
Making up your own scenarios 93
Experienced players 93
  Scenario 1 – Scouring of the Westfold 94
  Scenario 2 – The wrath of Rohan 96
  Scenario 3 – When Wargs attack! 98
  Scenario 4 – Ambush in Ithilien 100
  Scenario 5 – Deeping Wall 102
  Scenario 6 – The Gateway 104
  Scenario 7 – Theoden rides out 106
  Scenario 8 – The relief of Helm's Deep 108
  Scenario 9 – Osgiliath 110
  Scenario 10 – Isengard 112

The Miniatures

Assembling plastic models 114
Assembling metal models 114
Glue 115
Fillers 115

Painting the Models

What you will need 116
Citadel Colour paint range 118
Undercoating models 120
Making a start 121
Mixing colours 123
Applying colour 124
Hints and techniques 124
Bases 126
Conversions 127
Making flags 130
Large creatures 132

Making Terrain

The table 134
A cloth battlefield 135
Commercial scenery 135
Scenery projects 136
  Ladder 136
  Wall 136
  Tower 137
Helm's Deep 138
Bree 142

The Gaming Hobby 144

Appendix

Summary of profiles 150
Getting started 152
Charts 154
Record sheet 155
The Lord of The Rings game at a glance 156

THE TWO TOWERS

by
Alessio Cavatore & Rick Priestley

Book Design
John Blanche & Markus Trenkner

Illustration & Graphics
David Gallagher and Nuala Kennedy

Production / Design Management
Jim Butler, Gordon Davidson and Simon Smith

Production & Photography
Dan Ebeck, Talima Fox and John Michelbach

Citadel Miniatures Designers
Dave Andrews, Gary Morley, Trish Morrison, Brian Nelson, Alan Perry and Michael Perry

Miniatures Painters
Martin Footitt, Tammy Haye, Neil Green, Chris Smart, Dave Thomas, Sebastien Perbet and Kirsten Mickleburgh

Scenic Model Makers
Dave Andrews and Mark Jones

Reprographics
Simon Burton, Sean Cutler, Marc Elliott, David Musson, Ian Strickland and Lee Sanderson

Game Development
Stephan Hess, Alan Perry, Michael Perry, Anthony Reynolds, Dave Cross, Tim Huckelbery,
Robert Broom, Agis Neugebauer, Michael Hellmig, Marco Schulze, Andy Chambers, and Gav Thorpe

Special thanks to New Line Cinema, John Mayo, David Imhoff, Andy Jones and Chris Prentice

PRODUCED BY GAMES WORKSHOP

Citadel & the Citadel castle, 'Eavy Metal, Games Workshop & the Games Workshop logo,
Warhammer, White Dwarf, are trademarks of Games Workshop Ltd.
© 2002 New Line Productions, Inc. The Lord of The Rings and the characters,
names and places therein, TM The Saul Zaentz Company d/b/a Tolkien
Enterprises under license to New Line Productions, Inc. All Rights Reserved.
No part of this publication may be reproduced, stored in a retrieval system, or transmitted in any form
or by any means, electronic, mechanical, photocopying, recording or otherwise, without the prior permission of New Line.

British cataloguing-in-Publication Data. A catalogue record for this book is available from the British Library.

Games Workshop Lord of the Rings website:
www.games-workshop.com/lotr/

Games Workshop website:
www.games-workshop.com

UK
Games Workshop,
Willow Rd,
Lenton,
Nottingham, NG7 2WS

US
Games Workshop,
6721 Baymeadow Drive,
Glen Burnie,
Maryland 21060-6401

Australia
Games Workshop,
23 Liverpool Street,
Ingleburn
NSW 2565

Canada
2679 Bristol Circle
Units 2 & 3,
Oakville,
Ontario L6H 6Z8

THE TWO TOWERS – THE CAST

Elijah Wood – *Frodo Baggins*
Sean Astin – *Sam Gamgee*
Dominic Monaghan – *Merry*
Billy Boyd – *Pippin*
Ian Holm – *Bilbo Baggins*
Ian McKellen – *Gandalf the White*
Viggo Mortensen – *Aragorn*
Sean Bean – *Boromir*
Christopher Lee – *Saruman*
Hugo Weaving – *Elrond*
Liv Tyler – *Arwen*
Craig Parker – *Haldir*
Cate Blanchett – *Galadriel*
Orlando Bloom – *Legolas*
John Rhys-Davies – *Gimli*
Bernard Hill – *Theoden*
Brad Dourif – *Wormtongue*
Miranda Otto – *Eowyn*
Karl Urban – *Eomer*
David Wenham – *Faramir*
Andy Serkis – *Gollum*

NEW LINE CINEMA
An AOL Time Warner Company

Lord of the Rings website:
www.lordoftherings.net

AOL keyword:
Lord of the Rings

THE LORD OF THE RINGS BATTLE GAME

Welcome to The Two Towers edition of Games Workshop's The Lord of The Rings battle game – the game of adventure and battles in the world of Middle-earth.

To those of you who already own and play The Fellowship of The Rings edition of our battle game I'd especially like to say thank you for your support and enthusiasm – and not least for taking the plunge and adding The Two Towers edition to your collection. This new rules manual is completely compatible with your existing The Fellowship of The Rings rules manual, adding new characters and scenarios from The Two Towers, as well as an up to date rules set incorporating various new features. In order to make our game complete we have repeated the core game rules from the earlier edition – this takes up only a relatively small part of the manual and, of course, is essential for the sake of players who are new to the game. Needless to say, we have taken the opportunity to work some improvements and corrections into the rules, so you'll find it is worthwhile reading them through even if you are already familiar with the game.

If you have never played a tabletop battle game before then do not be put off by the length or apparent complexity of this manual. The core rules are relatively easy to learn, whilst many of the special or detailed rules only apply in rarefied situations and can be safely ignored to begin with. Similarly, don't be daunted by the prospect of painting all those miniatures – you don't have to paint your models to enjoy owning them and using them on the battlefield.

If you are an experienced tabletop gamer but new to The Lord of The Rings battle game don't be put off by what could appear a relatively short set of rules compared to other games you might have played. Although the basic game system might seem beguilingly simple, you will find it requires considerable skill to employ it effectively. Players who yearn for more detail (and who doesn't!) will find a growing body of supplementary material already available, with the promise of yet more to come in the future.

This manual is divided into sections, as you will see if you leaf through the pages to get an overall impression of what it is all about. There is no need to read the whole manual through from start to finish – each section can be consulted as the need arises. For those who want an immediate taste of how the game works without reading the complete rules turn to page 152 for a run through of an example encounter.

For all the latest news about The Lord of The Rings battle game and recent model releases, see Games Workshop's monthly games supplement White Dwarf or check out our website at www.games-workshop.com.

Sauron, the Lord of the Rings.

Three Rings for the Elven-kings under the sky,

Seven for the Dwarf-lords in their halls of stone,

Nine for the Mortal Men doomed to die,

One for the Dark Lord on his dark throne,

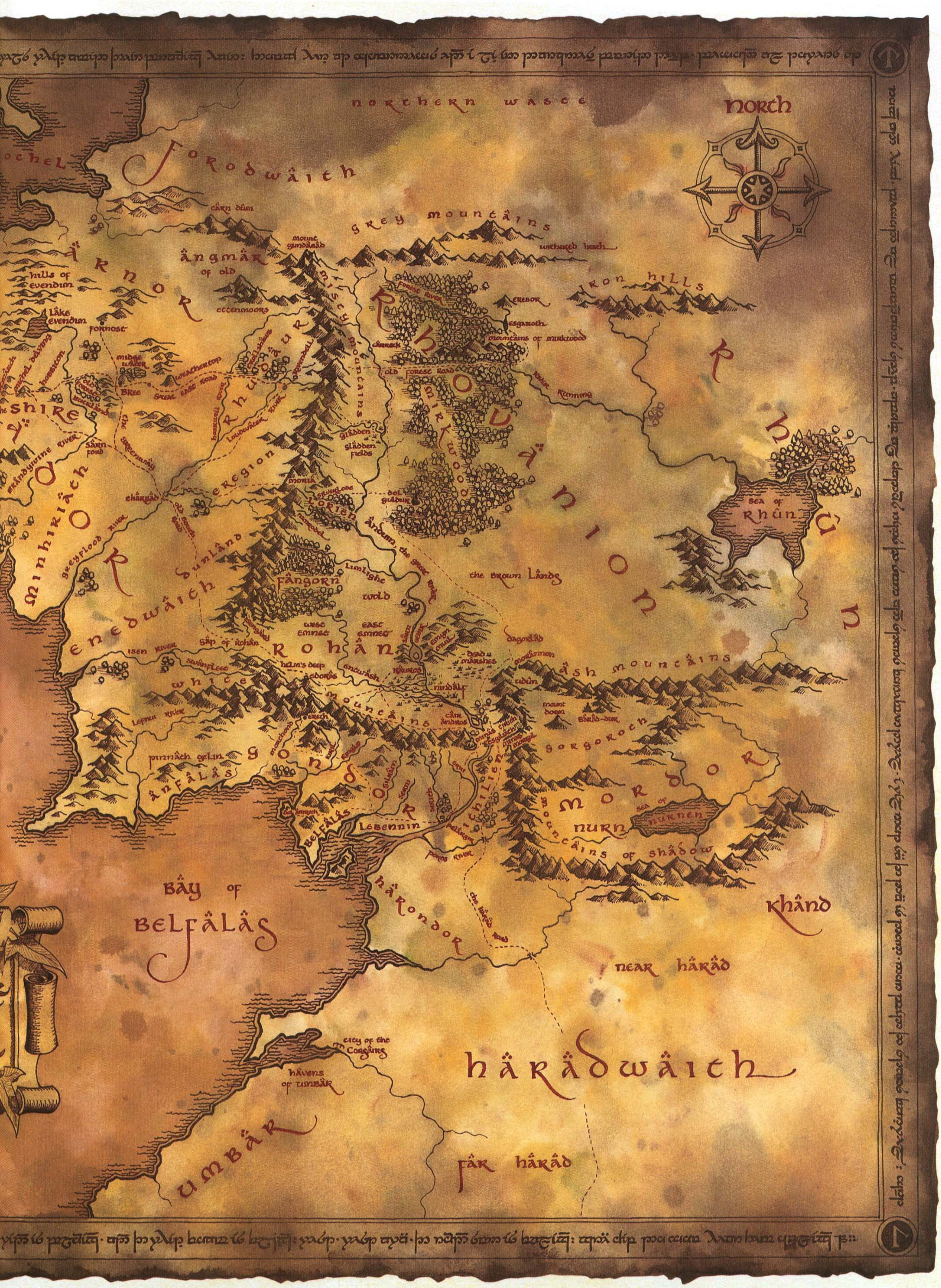
In the land of Mordor, where the Shadows lie.

One Ring to rule them all, One Ring to find them,

One Ring to bring them all, and in the darkness bind them,

In the land of Mordor, where the Shadows lie.

Gulf of
Forlindon
Forlond
Grey Havens
Blue
Lune
Harlond
Harlindon


northern waste
North
Forodwaith
ochel
Carn Dûm
Grey Mountains
withered heath
Mount Gundabad
Angmar of old
Arnor
hills of evendim
Lake evendim
Fornost
ettenmoors
Iron hills
Erebor
Esgaroth
mountains of mirkwood
Rhovanion
Rhudaur
misty mountains
Carrock
old forest road
forest river
river Running
midgewater
weathertop
Bree
old forest
Great East Road
hoarwell river
loudwater river
Shire
hobbiton
Brandywine river
Sarn Ford
the greenway
gladden
gladden fields
mirkwood
Rhûn
Sea of Rhûn
Eregion
Moria
Tharbad
Silverlode
Lorien
Dol Guldur
Anduin, the great river
Minhiriath
greyflood river
Dunland
Limlight
Fangorn
wold
the brown lands
Enedwaith
west emnet
east emnet
Isen river
Gap of Rohan
Rohan
Emyn Muil
dead marshes
dagorlad
Morannon
ash mountains
helm's deep
Edoras
Entwash
Rauros
Rammas
udûn
white mountains
Lefnui river
Erech
Cair Andros
Mount Doom
Barad-dûr
Minas Tirith
Osgiliath
Minas Morgul
Gorgoroth
Gondor
pinnath gelin
Anfalas
Ithilien
Mordor
Belfalas
Lebennin
sea of nurnen
Nurn
mountains of shadow
poros river
Bay of Belfalas
Harondor
the harad road
Khând
near harad
city of the Corsairs
havens of umbar
Haradwaith
Umbar
far harad

INTRODUCTION TO THE GAME RULES

The rules of the game are explained in a conversational style with examples throughout. We have tried to describe rules in a way that enables new players to learn the game as quickly as possible. Once familiar with the rules, the majority of players will find the reference pages are all that are needed during most games.

WHAT YOU WILL NEED

In order to play you will need a few basic items in addition to this rules manual:

Dice

You will need a number of ordinary six-sided dice to play this game – at least a couple will do but preferably a half dozen or so.

Measure

The movement of models and shooting of weapons requires the use of a measure marked in inches or centimetres. A measuring stick, tape measure or ruler will do just fine.

Record sheet

It is useful to have some means of recording details of the warriors which you can refer to throughout the game. You can do this using a sheet of paper or by copying the record sheet from the back of this book. You will need a pen or pencil to note sundry details.

Somewhere to play

Any reasonably flat surface will do – a kitchen table, table tennis table, or even the floor.

Emyn Muil, an impassable labyrinth of razor-sharp rocks.

Warriors

Any number of model warriors can take part in a battle – from a handful to many hundreds. It is best to start with about five or six models a side and familiarise yourself with the rules before attempting a huge battle.

Scenery

Strictly speaking you don't need scenery for your playing area at all – but a featureless, flat expanse is a bit dull! A few tumbled ruins, rocks, and trees will help to set the scene. These can be made at home, purchased separately, or improvised from pieces of card or modelling clay.

ADVANCED & SPECIAL RULES

To make the game quicker to learn we have divided the Advanced and Special rules from the rest of the text.

Advanced rules introduce extra detail into the game. If you are just starting out, we recommend that you ignore them. Advanced rules are included at the end of each section where appropriate, or gathered together in the Advanced Rules section which starts on page 40.

Special rules apply only to specific types of creature – they are special to that individual or race. Special rules are indicated in the rules manual as shown in the example box at the top of the opposite page.

MEASURING

Throughout these rules you'll often be asked to measure how far a model moves or shoots, etc. Players are allowed to measure at any time they wish – a player might wish to measure before deciding where to move a warrior, for example.

All distances have been given in both inches and centimetres. A game can be played using either system – but you can't mix the two systems together. Decide whether you want to play in inches or centimetres and stick to the one method. Note that distances are not exact translations of one system or the other as that would be extremely inconvenient – for example, centimetres have been rounded to whole even numbers to facilitate easy halving of distances for movement penalties.

SPECIAL RULE – EXAMPLE

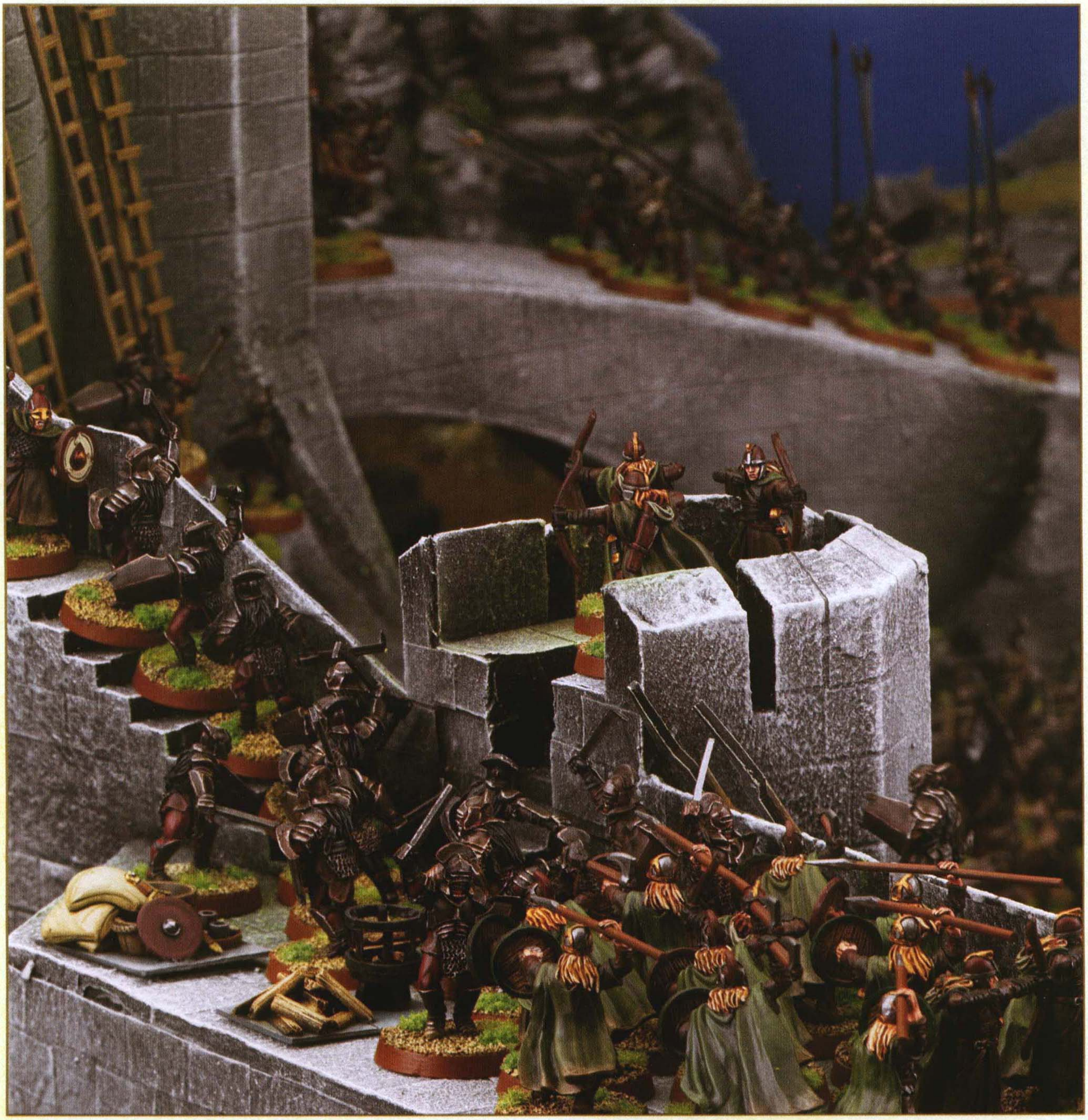
Resistant to Magic

Hobbits are naturally resistant to the influence of magic and the will of others. If a Hobbit attempts to resist a magical power with his Will and fails to roll the required score then he can re-roll the dice. This gives a second chance of success – but note that only one re-roll is allowed – you cannot re-roll a re-roll.

ROLLING DICE

When you roll a dice it is sometimes necessary to add or subtract bonuses from the roll – so a roll of 4 with a +1 bonus is a score of 5. Easy enough!

The only thing you need to remember is that the minimum score is always 1 and the maximum score is always 6 – regardless of any bonus or penalty you cannot score better than 6 or worse than 1.



Fighting rages on the battlements of Helm's Deep.

STARTING A GAME

Each game represents a conflict between two opposing sides. This might be anything from a small encounter involving a handful of warriors to a huge clash between two armies.

1) PICK A SCENARIO

Start by picking a scenario from the Scenario section (see pages 93-113). The scenarios represent different kinds of battles both large and small. We suggest players begin with the small encounters as these involve fewer models and are relatively quick to resolve.

2) SELECT YOUR FORCES

All models are allotted a points value which reflects their effectiveness in the game. Powerful warriors are worth more points than weak warriors. The rules for each scenario explain how many points you can spend on your force, as well as any special conditions that apply.

3) DEPLOY YOUR FORCES

The models are placed on the tabletop in their starting positions according to the instructions for the scenario.

4) PLAY THE GAME

The rules for play are described on the following pages.

5) THE END OF THE GAME

The rules for each scenario specify when the game ends. This will usually be after a set number of turns or once some special objective has been fulfiled. Once the requisite number of turns have been played or the objective achieved, the game is over. The players can then work out which side has won.

Sally forth!

CHARACTERISTICS

Our models represent heroes, warriors and fearsome monsters: creatures and races of differing abilities and qualities. For convenience we usually refer to all models as 'warriors'. Some are stronger, tougher or better armoured than others, whilst rare individuals may be exceptionally brave or vicious.

Because we recognise that all combatants are not the same we must make allowances for their differences. This is achieved by what we call 'characteristics'. There are six different characteristics that define each warrior's abilities. These are Fighting, Strength, Defence, Attacks, Wounds, and Courage. Each of these has a value written in the form of a characteristic profile like this:

	F	S	D	A	W	C
Warrior of Rohan	3/4+	3	4	1	1	3

Example: This is the characteristic profile for a Warrior of Rohan armed with a bow. His characteristic values are typical for a Human warrior. Whilst most ordinary Humans have similar characteristic values, Heroes and other extraordinary individuals have greater values to represent their superior abilities.

Fighting

A warrior's Fighting value (F) consists of two numbers divided by a slash. The first number represents his martial skill in hand-to-hand fighting – the greater this is the better fighter the warrior is. The second number is the Shooting value and this indicates the minimum dice roll the warrior needs to score a hit with a bow or other long ranged weapon. If a warrior does not carry a long ranged weapon it is convenient to miss out the Shooting value or replace it with a dash (-). A value of 3 is about average for hand-to-hand fighting and 4+ (ie, a roll of 4, 5 or 6) is average for shooting.

Strength

A warrior's Strength value (S) indicates how strong he is and how powerfully he can strike his enemies. For example, a big creature such as a Cave Troll is very strong compared to a Man. A value of 3 is about average for a man-sized creature.

Defence

A warrior's Defence value (D) indicates how tough or resilient he is. Many monstrous creatures are especially tough, whilst armour and shields all increase a warrior's resilience to a blow. A value of 3 is about average for a man-sized creature without armour; 6 would be about average for the same warrior fully armoured for battle.

Attacks

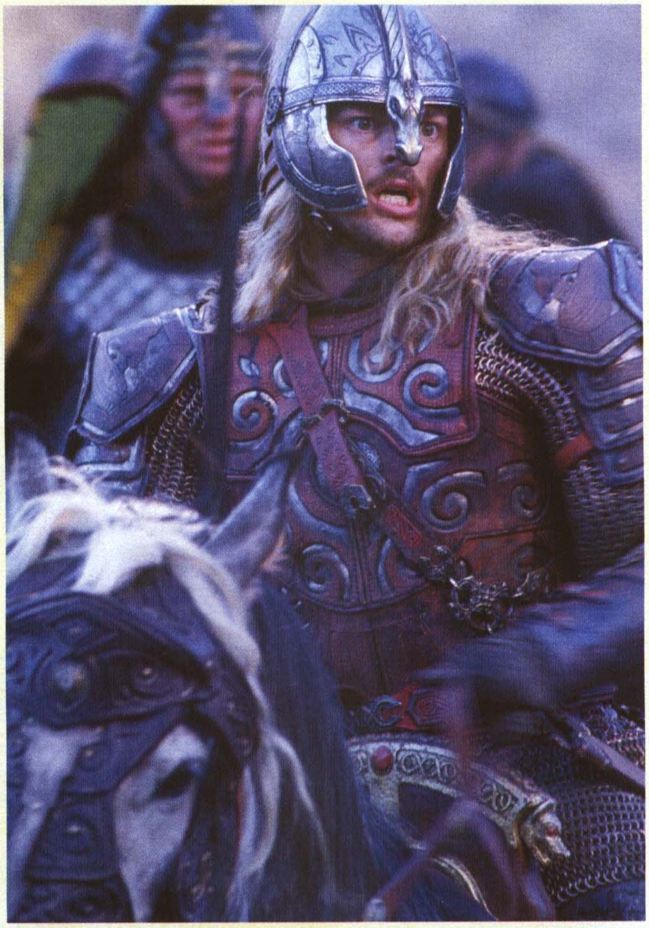
The Attacks value (A) indicates how many strikes a warrior makes when he wins a fight. Most warriors can strike once per turn and so have a value of 1. Heroic individuals and some big monsters can strike two, three or more times, making them very dangerous in close combat.

Wounds

The Wounds value (W) indicates how many wounds a warrior can suffer before he is slain. In the case of Human and most other man-sized creatures this value is 1 – a single wound is sufficient to kill. Some Heroes and monstrous creatures can sustain injuries that would incapacitate an ordinary man – they have 2, 3 or more wounds to represent this.

Courage

The Courage value (C) shows how brave and determined the warrior is. A value of about 3 is average, a warrior with Courage of 5 or more is very brave, and a warrior with a value of less than 3 is rather timid.



Eomer, third marshal of Riddermark

Rider of Rohan	F	S	D	A	W	C
with sword	3/4+	3	5	1	1	3
Horse	0	3	4	0	1	3

Rider of Rohan	F	S	D	A	W	C
with throwing spear	3/4+	3	5	1	1	3
Horse	0	3	4	0	1	3

Rider of Rohan	F	S	D	A	W	C
with axe	3/4+	3	5	1	1	3
Horse	0	3	4	0	1	3

Uruk-Hai	F	S	D	A	W	C
with pike	4/-	4	5	1	1	3

Uruk-Hai	F	S	D	A	W	C
with crossbow	4/4+	4	5	1	1	3

Uruk-Hai	F	S	D	A	W	C
with sword & shield	4/-	4	6	1	1	3

Warrior of Rohan	F	S	D	A	W	C
with sword & shield	3/-	3	5	1	1	3

Warrior of Rohan	F	S	D	A	W	C
with bow	3/4+	3	4	1	1	3

Warrior of Rohan with	F	S	D	A	W	C
throwing spear/shield	3/4+	3	5	1	1	3

Mordor Orc	F	S	D	A	W	C
with spear	3/-	3	4	1	1	2

Mordor Orc	F	S	D	A	W	C
with sword & shield	3/-	3	5	1	1	2

Mordor Orc	F	S	D	A	W	C
with bow	3/5+	3	4	1	1	2

Above are a few profiles of typical warriors to give you an idea of how they differ. Later on we'll explain how to assign profiles to all sorts of individuals, including Heroes and monsters.

THE GAME TURN

TURNS

The game is divided into turns. During each turn models can move, shoot with ranged weapons, and fight each other in hand-to-hand combat.

SIDES

There are always two sides in a The Lord of The Rings battle. One side commands the forces of Good and the other the forces of Evil.

Each side is represented by a number of models controlled by one or more players. See the Scenario section for rules about choosing models (see pages 93-113).

There must be at least one player on each side. If there are more players taking part each controls a portion of the models. The bigger the game the more useful it is to have extra players to help with such things as movement and rolling dice.

The Uruk-Hai swarm through the defences of Helm's Deep.

THE TURN SEQUENCE

During each turn both sides move, shoot, and fight in the order given below. This is called the 'Turn Sequence'. Each part of the sequence is called a 'phase'.

Phase

1 **Priority**
Both sides roll a dice to establish which side has priority that turn.

2 **Move**
Both sides move their models. The side with priority moves its models first. Once the side with priority has made its moves the other side moves.

3 **Shoot**
Both sides shoot. The side with priority shoots first. Once the side with priority has finished its shots the other side shoots.

4 **Fight**
Both sides fight hand-to-hand combats. The side with priority decides the order in which combats are fought.

5 **End**
The turn is over. Begin another turn starting with Phase 1 – Priority.

PRIORITY

In the first turn priority automatically goes to the Good side unless the scenario calls for an exception. This means the Good side will normally move and shoot first in the first turn.

In subsequent turns both sides roll a dice in the Priority phase at the start of the turn. The side that scores highest has priority for that turn. If the dice rolls are equal, priority automatically changes from one side to the other – the side that had priority in the previous turn will always lose it on a tie.

It is important to remember which side has priority each turn. You can use a token such as a coin or a distinctive model, passing it from one side to the other to indicate which has priority.

There are a few exceptions to the Priority rules – but these need not concern us right now. In some scenarios the Good side does not necessarily go first, for example. Also, in the section on Heroes we will be discussing rules that occasionally allow Heroes to override the normal priority and move, shoot or fight before other warriors. These exceptions will be explained in due course.

THE MOVE PHASE

Once priority has been established the turn proceeds to the Move phase. During the Move phase, each side gets to move its models up to the maximum distance as shown on the chart below. Models do not have to move the full distance – they can move less or not at all if the player prefers.

The distance a model is allowed to move depends upon its race. Some races are faster than others. The following Movement chart summarises the Move distances for each race. If you own the original The Fellowship of The Ring edition of the game you will notice we have included creatures from that game so that the list forms a complete reference.

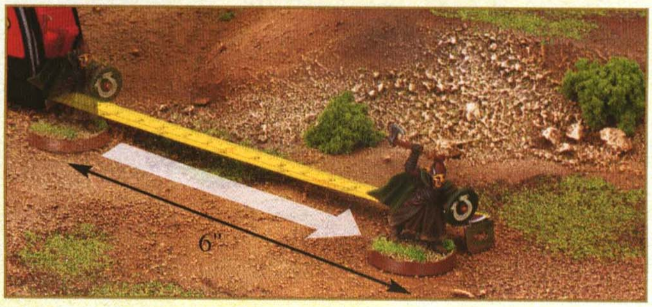
WHICH SIDE MOVES FIRST?

The side that has priority that turn moves all of its models first. Once all of the first side's moves are complete the other side gets to move all of its models.

MOVING THE MODELS

Each player can move his models in any order.

Measure the distance each model moves using a measuring tape or ruler. Models don't have to move in a straight line, they can move in curving paths or however you like so long as they move no further than their maximum permitted distance.



The warrior moves forward 6"/14cm.

MOVEMENT CHART

TYPE	MAXIMUM MOVE OVER OPEN TERRAIN	
	Inches	**Cms**
HUMAN (Man/Woman/Wizard)	6"	14cm
HIGH ELF	6"	14cm
WOOD ELF	6"	14cm
ENT	6"	14cm
HOBBIT	4"	10cm
DWARF	5"	12cm
GOLLUM	5"	12cm
ORC	5"	12cm
MORIA GOBLIN	5"	12cm
URUK-HAI	6"	14cm
CAVE TROLL	6"	14cm
BALROG	6"	14cm
RINGWRAITH	6"	14cm
SAURON	6"	14cm
WARG RIDER	10"	24cm
HORSE RIDER	10"	24cm

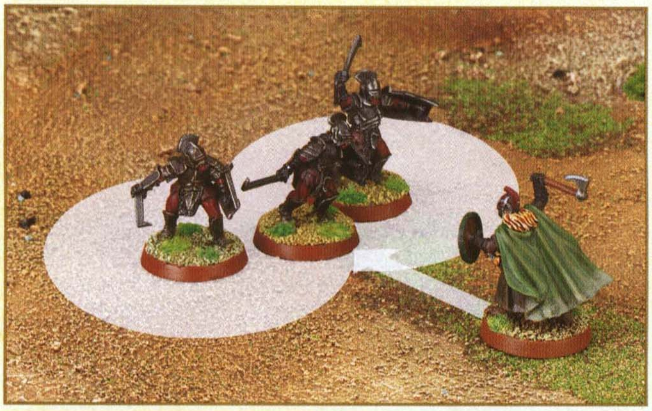
As you can see distances are given in both inches and centimetres as they are throughout this book. Either system can be used but stick to one or the other, don't mix them in the same game as the distances have been rounded for convenience.

Models cannot move through other models whether friends or foes, so leave gaps for models to pass where necessary. The model's base conveniently defines the space it needs to move and fight – so gaps must be at least as wide as a model's base for a friendly warrior to move through.

When friendly models move past each other there must be room for their bases to pass without overlapping.

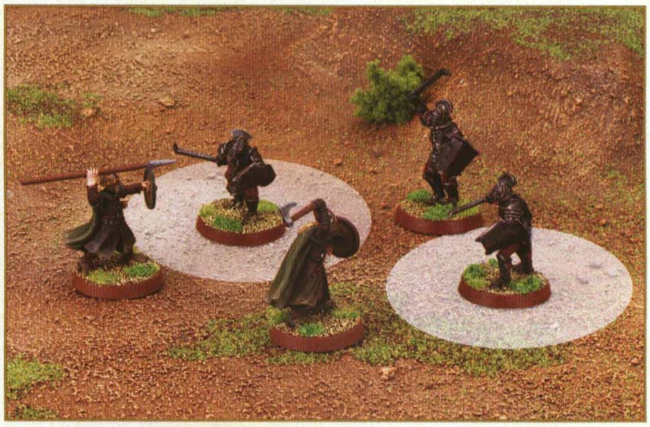
A model can only move to within 1" or 2cm of an enemy model that it wishes to charge. A charge is a move into touch as described overleaf. In effect this allows models to block the movement of enemies. This is the Control Zone rule.

Once a charger has moved within 1"/2cm of his target he must complete his move into contact against the target model – he will ignore other enemies nearby even if they are within 1"/2cm.

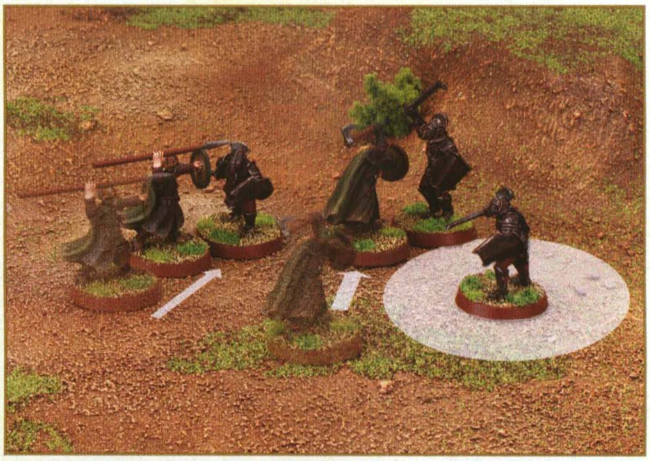


Once the charger has moved within 1"/2cm of his target, he ignores other models' control zones.

There are three exceptions to the Control Zone rule that are worth pointing out right away. Firstly, models already touching an enemy have no control zone – they are already engaged in fighting. An enemy model can therefore move to within 1"/2cm in this case. The second exception is that models are sometimes obliged to move within 1"/2cm because of a rule they have no say over. Where movement is because of another rule, rather than a deliberate move by the player, a model can move within an enemy's control zone without charging. In this case models must be clearly separated by a reasonable distance to make it clear they are not touching once the move is complete. The third exception is that models can sometimes begin their move already within 1"/2cm of an enemy for some reason. In this case the intruder cannot move closer to the enemy unless he intends to move into touch but can move around without moving closer if he wants.



1. A model cannot move within 1"/2cm of an enemy control zone unless it is moving into touch. In this situation the Rohirrim armed with an axe can move into touch with either of the closest Uruk-Hai but it cannot move between them to get at the Uruk-Hai behind.



2. Now that the other man has charged, the Uruk-Hai he touches no longer prevents movement within 1"/2cm, allowing the axe-armed Rohirrim to move past to attack the Uruk-Hai behind.

Models can be turned to face any direction at any time during the game – not just in the Move phase. Rotating a model on the spot does not count as movement.

Models are not allowed to move off the gaming table unless they are retreating from the battle as described in the rules for Courage (see page 41) or if the scenario requires it – as discussed in the Scenario section.

CHARGES

A model can only fight an enemy it is touching base-to-base. If a player wants a model to attack an enemy the model must be moved into touch. This is called a 'charge move' or just a 'charge'.

Once a model has moved into touch with an enemy neither can move further in that Move phase. A model that is charged before it gets a chance to move is therefore unable to do so – it is already engaged in a fight.

A model can only fight an enemy it is touching base-to-base.

There is nothing to stop a model moving into touch with several enemies at the same time if it can do so. This is entirely up to the player.

WHO CAN CHARGE?

A warrior can charge any enemy model he can see at the start of his own move and which he can reach. It does not matter if he can see his enemy at the start of the Move phase or previously in the phase – only at the start of his own move.

A warrior cannot charge an enemy model he can't see when he starts his own move. If a warrior can't see an enemy at the very start of his own move the model cannot move into touch. A move into touch is a charge by definition.

This is quite an important rule because it prevents warriors charging enemies they couldn't see or react to in a real-life situation. Imagine an enemy is on the other side of a hill, inside a building, or behind a high wall – in these situations a real warrior has no idea where his enemy is.

CAN I SEE?

The easiest way to decide if a model can see another is by bending over the tabletop for a 'model's eye view' of the action. A warrior can turn freely to look in any direction at any time so the model's eye view automatically extends all the way round the model in all directions.

If the enemy is visible from the 'model's eye view' then the warrior can see it. In many cases you'll be able to see bits of an enemy model but not all of it – in that case the warrior can see so long as part of the enemy's body is clearly visible.

If you can't see any part of a model's body, but you can see the tip of a weapon, back pack, or a piece of equipment or decoration we assume the model can't be seen. In principle the small area of cloth, metal or wood that is visible is not noticed. This is a fair rule because otherwise models with tall or projecting spears would always be seen as it is virtually impossible to position them without their spears poking out somewhere! In reality the warrior would lay the spear close to the ground or hold it close to his body as he moved – but our models are not that flexible.

Sometimes it can be hard to tell if a warrior can see or not – that's a fact of tabletop gaming life. If you really can't tell then the situation is obviously fairly marginal. In such a case the best and fairest way to decide is to make a 'random' test. Roll a dice. If a 4, 5 or 6 is rolled the model can see, however a 1, 2 or 3 means it can't.

Tactical note: As models are moved one at a time it is sometimes possible to clear the view for one model by moving another. Similarly, it is easy for models to get in the way of each other if moved carelessly. This can be tricky to begin with – so try to move the models in an order that allows others to see or move.

TERRAIN

The maximum distances given for movement assume that the going is firm and level and there is nothing to impede progress. Of course that is not always the case – all too often our warriors must struggle through areas of scrub or forest, over bog or mire, or upon rocky scree slopes. We refer to all these and comparable conditions as 'difficult terrain'.

An area of difficult terrain isn't impossible to move through – but it slows progress. To represent this all distance moved over difficult terrain counts as twice the actual distance. For example, a model that moves 6"/14cm normally will move a maximum of 3" or 7cm across difficult terrain.

Sometimes a model's move will be split, partly over good ground and partly over difficult terrain. In this case the model moves normally over the good ground and only the distance over difficult terrain is doubled. For example, a model with a 6" move might move 2" over a marsh (doubled to 4") leaving only 2" for further movement. Always round any remaining fractions of movement up to the next highest half inch or full centimetre – any distance that is smaller than this is much too insignificant to worry about.

Opposite are some examples of difficult terrain features. You may be able to think of more circumstances that would qualify. However, it is important to make sure that all the players understand which areas are considered difficult terrain before the game begins.

SPECIAL RULE

Woodland Creatures

Wood Elves and Ents are used to travelling in woodland – they therefore don't consider these areas to be difficult terrain. A Wood Elf or Ent can move 6"/14cm in a wooded area just as if he were in the open.

TYPES OF DIFFICULT TERRAIN

Very steep, rock strewn or otherwise awkward slopes

Areas of wood or forests

Areas of dense scrub

Bogs, marshes and mires

Areas of shallow water, fords or pools

Areas of ruins, rubble or debris

Areas of deep snow, mud or shifting sand.

EXAMPLES OF DIFFICULT TERRAIN

As difficult terrain counts as double distance it is important to be able to tell where features begin and end. It is useful to delineate the area in some way – for example, by using a card base to define the area.

An area of woodland or copse – a typical example of difficult terrain.

This ruined section of wall counts as difficult terrain.

Swamps and other kinds of marshy terrain are quite tricky to cross and therefore count as difficult terrain.

A very steep slope such as this would slow down progress and so counts as difficult terrain.

An area of rocky ground would usually be considered difficult terrain.

BARRIERS AND OBSTACLES

Barriers can take many forms on the tabletop – for example, a stack of barrels, a hedgerow, a rocky outcrop, a low wall or a clump of bushes. A barrier can also be something that cuts into the landscape such as a stream or ditch. The main difference between a barrier and an area of difficult terrain is that a barrier is something you might conceivably leap over, whilst an area of difficult terrain is something you must slog your way through. A good example is a thorny hedge – a barrier you might leap over – as opposed to a whole patch of thorny undergrowth where all you can do is push your way through.

If a barrier is very low and narrow then a model can cross unhindered – the warrior simply strides over the barrier. A model can automatically cross any barrier if the barrier's height and width are less than half the height of the model. For example, if a model is 28mm tall it can cross a barrier that is less than 14mm high and less than 14mm wide.

If a barrier is very high or very wide then it cannot be crossed at all or can only be crossed by climbing as noted later. A model cannot cross or must climb any barrier that is more than twice the height of the model itself. For example, a model that is 28mm tall cannot cross or must climb a wall that is 57mm high. Note that not all barriers are considered climbable – see Climbing.

A fissure such as this is a typical obstacle.

This shallow stream would also form an obstacle.

If a barrier is at least half as high or half as wide as the height of a model, but not more than twice as high or wide, then the barrier is described as an 'obstacle'. For example, a wall 28mm high would form an obstacle to a model that was 28mm tall but not to a model that was 60mm tall.

A model can attempt to cross an obstacle by jumping over it as described opposite. Sometimes a model will have to jump an obstacle in order to move beyond it as in the case of a stream, for example. On other occasions a model might be able to move around an obstacle, taking a longer route but avoiding the inconvenience of jumping the obstacle itself.

Below are a few examples of barriers that might form obstacles:

TYPES OF OBSTACLE

A length of wall, hedge, barricade, fence or similar barrier

A length of ditch or escarpment

A narrow stream or fissure

A large dense bush or shrub

A substantial rock or rocky outcrop

An open ground floor window

A pile of barrels, sacks, bales, or similar

A mound of straw or dung.

A hedge, line of scrub, or patch of bushes forming an obstacle.

A pile of barrels, sacks and debris.

JUMPING AN OBSTACLE

To get over an obstacle a model must first move up to it and must have at least enough movement remaining to reach the other side were the obstacle not there. A model that does not have enough Move distance to cross the obstacle must wait until the following turn.

A dice is rolled to see if the attempt is successful. Roll a dice. If the obstacle is taller or wider than the model's height deduct -1 from the roll. Consult the chart below:

JUMP CHART

Dice	Result
1	**Stumbles and fails** – The model does not cross and cannot move further this turn.
2-5	**Success** – The model successfully clambers over the obstacle and reaches the other side. The model is placed on the other side of the obstacle with its base touching it and cannot move further this turn.
6	**Effortlessly bounds across** – The model leaps over the obstacle and can complete its move if it has any remaining.

Example. An Elf has a move of 6". The Elf moves 2" forward towards a wall. The wall is 1" wide and a roll is required to cross. The player rolls a dice. On a score of a 1 the Elf fails to cross and can move no further that turn. On the roll of a 2-5 the Elf crosses and is placed on the other side of the wall. On the roll of a 6 the Elf moves 4" forward, crossing the wall as he does so.

JUMPING A GAP

A gap such as a chasm, ditch, or the distance from one part of a ruined building to another, can be jumped in the same way as an obstacle. A model can jump a gap of up to double its own height.

Roll on the Jump chart as you would for jumping an obstacle. On a 1 the model does not simply fail to cross but falls down to the ground. A model falling further than twice its own height may be injured as a result – see Climbing (page 20) for details about damage from falls.

SPECIAL RULE

Moria Goblins & Jumping

The stunted crook-limbed Orcs of Moria, also known as Moria Goblins, are adapted to the underground ruins of the ancient Dwarf stronghold where they live. This allows them to bound across obstacles and gaps effortlessly.

To represent this in the game, no dice roll is required when a Moria Goblin is attempting to jump a gap or obstacle up to double its own height. The jump is made automatically just as if a 6 had been rolled on the Jump chart.

Eomer and his Riders meet three very peculiar travellers.

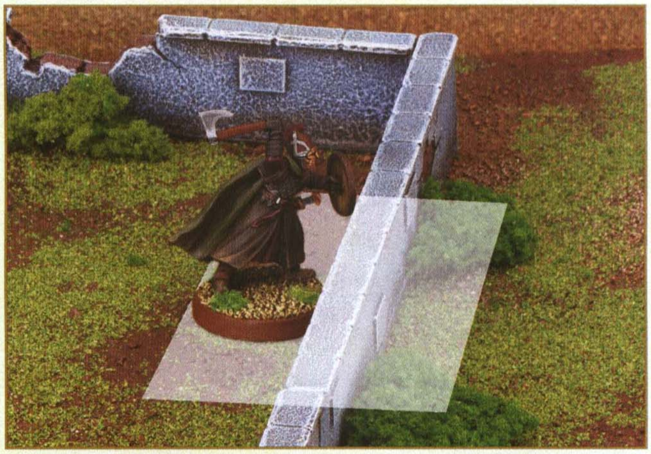
DEFENDING A BARRIER

If a warrior on foot is placed directly behind a wall, hedge, fence, barricade, ditch or similar linear barrier then he is especially well placed to counter any foe that tries to cross. The model is said to be 'defending' the barrier and is placed with its base touching.

To count as a defendable barrier in this way a feature must be at least half as tall or wide as an attacking enemy – otherwise the enemy can step over it without penalty.

In order to defend a barrier a model has to be able to see over it.

When a model is defending a barrier, its zone of control applies to the whole area immediately in front of the defender's base plus 1"/2cm either side. This is the part of the barrier he is defending. No enemy can move into the defender's zone of control except to fight him.



The defender's zone of control extends 1"/2cm either side of his base.

The only way to cross a barrier within the defender's zone of control is to fight the model behind it. Rules for this are covered in the Fight phase section (see pages 30-31).

ADVANCED RULES

The remainder of the Move phase section is devoted to Advanced rules – rules which you will find useful to apply in some circumstances but can safely ignore for most games.

If you haven't played before we recommend that you skip over the following rules for now – you can always come back to them later.

CLIMBING

In areas of ancient ruins models often have the opportunity to climb onto old tombs, or up to the ruined upper floors of buildings. If the total ascent is not more than twice the height of the model this is accomplished in the same way as for crossing an obstacle and a Jump roll is made as described previously.

Very occasionally a tall vertical or near vertical surface will offer enough handholds so that it can be climbed steadily. In this case treat the vertical surface as difficult terrain and move the model upwards or downwards counting the distance as double the measured distance. In addition, roll a dice when the model starts to climb and at the start of each move whilst climbing.

CLIMB CHART

Dice	Result
1	**Fall** – The model slips & falls to the ground. See rules below.
2-5	**Continue to climb** – If the top/bottom is reached place the model at the edge. The model cannot move further that turn.
6	**Continue to climb** – If the top/bottom is reached the model can complete its remaining move.

A model can jump, climb or fall down a vertical drop of up to double its own height without a dice test, move penalty, hindrance, or risk of injury. Eg, a model with a move of 12cm could move 6cm to the edge of a ruined platform, jump down to the ground, and move 6cm further. No Jump roll is required to jump down in this way.

Jumping or falling down a drop more than twice the model's height is dangerous. If a model jumps/falls in this way it's automatically placed at the foot of the drop and suffers one Strength 3 hit for each full 1" or full 2cm of fall. So, a model that falls 2" suffers two Strength 3 hits, a model that falls 8cm suffers four Strength 3 hits, etc. See the Shooting section for how to calculate the effect of hits.

Men and Uruk-Hai clash in furious mêlée.

Ranks of deadly Elven bowmen prepare to defend Helm's Deep.

Note that when jumping a drop of more than double the model's height no Jump roll is required to make the descent no matter how far. The warrior plummets to the ground quite effortlessly! Assuming the experience does not prove fatal the model is considered to have expended all of its movement for that Move phase.

SPECIAL RULE

Moria Goblins & Climbing

Moria Goblins are adapted to their cavernous habitat beneath the mountains and can scuttle up sheer surfaces with the aid of hooks, spines, and spikes incorporated into their armour. To represent this we allow them to climb much more efficiently than other creatures.

Moria Goblins can climb up or down vertical surfaces without making a Climb roll – in effect they always count as having rolled a 6 on the chart. However, they're still reduced to half speed whilst climbing – even Moria Goblins can move about more quickly on the ground!

MODELS ON THE GROUND

Real warriors on foot can conceal themselves from view by crouching or lying behind cover. Models can also be knocked to the ground by charging cavalry. To represent this players must lie the model down.

If no part of the model's body is visible to an enemy warrior's model's eye view it cannot be seen. Note that it is only the model's body that is taken into account – not its base, weapons, etc.

If a model is on the ground but its body is still visible in its entirety to the enemy warrior's model's eye view – with no interposing cover, terrain, or other models, the model can be seen.

If a model is on the ground and the model's eye view of its body is partially obscured by scenery, cover, or other models, then it can only be seen by an enemy if a dice is rolled and scores 4, 5 or 6. On the roll of a 1, 2 or 3 the model can't be seen because it is too cleverly concealed. It is necessary to roll a 'spotting' dice for each enemy trying to spot the model – only enemy models that successfully spot the model on the ground will see it.

When a player gets to move a warrior he can lie the model down. This costs the model half its entire move distance.

A model that is on the ground can get up. This costs the model half of its entire movement distance. The model can then complete the rest of its move normally.

A lying down model's Move rate is reduced to 1" or 2cm regardless of its race. This represents the warrior crawling along on its hands and knees.

Whilst on the ground, a model does not have a control zone and is unable to charge an enemy or shoot, regardless of whether it can see a target or not. He also cannot use any weapon except shields, hand weapons, knives and daggers.

If a model is lying directly behind cover we assume the warrior is capable of peeking through or over its cover without exposing itself to view. A model lying behind cover is therefore assumed to be able to see as if the model were standing, even though the cover might be in the way of the model's eye view.

If a model is charged whilst on the ground, it cannot stand up in the Move phase, but it will attempt to stand in the Fight phase. Determine who wins the fight as normal. If the model on the ground wins the fight then it cannot strike – but automatically stands instead. If the model on the ground loses, it remains down, is pushed back 1"/2cm and counts as trapped as described in the Fight phase section.

A model lying down behind a barrier cannot count as defending it – to defend a barrier a warrior must be on its feet ready to repel the enemy.

THE SHOOT PHASE

Once both sides have moved it is time for the Shoot phase. In this phase models from both sides can shoot their bows, crossbows, or other ranged weapons.

The side that has priority works out all shooting first, followed by the other side. Warriors that are slain before they have a chance to shoot cannot do so. A player can shoot with his models in any order.

MISSILE CHART

Different kinds of weapons have different ranges, some shoot further than others whilst some are harder hitting and more dangerous. The chart below indicates the range of each type, its Strength value, and the proportion of the model's move it must give up in order to shoot that turn.

Weapon	**Range (Inches/cm)**	**Strength**	**Move Penalty**
Orc Bow	18"/42cm	2	Half
Bow	24"/56cm	2	Half
Elf Bow	24"/56cm	3	Half
Uruk-Hai Crossbow	24"/56cm	4	All
Throwing Weapon	8"/20cm	3	None

Orcs, Moria Goblins and Uruk-Hai are armed with inferior Orcish bows. Elves are armed with superior Elven bows. All other bow-armed creatures carry ordinary bows.

SHOOT

A model can shoot once in the Shoot phase at a target within range that it can see. We have already discussed what is meant by what a model 'sees' in the Movement rules. The rule is exactly the same whether a model is moving or shooting. If you wish to remind yourself of the rule refer back to page 16.

The player starts by selecting the model that is to shoot and indicates the target. It is a good idea to turn the shooter to face his target – this is not strictly necessary but it looks better that way.

Not all warriors are equally good marksmen, as reflected by their Shooting value in their profile. This is the second number shown on the Fighting characteristic. If a warrior does not have a weapon to shoot with it is convenient to miss out the Shooting value – this is shown by a dash (–).

The Shooting value indicates the minimum dice roll which is needed by the shooter to score a hit on its target. So, a shooter with a Shooting value of 4+ needs a dice roll of 4, 5 or 6 to score a hit, a shooter with a value of 5+ needs to roll a 5 or 6, and so on. Roll a dice and if you score a hit refer to the Wound chart below to work out if the hit inflicts a wound.

WOUND CHART

DEFENCE

STRENGTH	**1**	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9**	**10**
1	4	5	5	6	6	6/4	6/5	6/6	–	–
2	4	4	5	5	6	6	6/4	6/5	6/6	–
3	3	4	4	5	5	6	6	6/4	6/5	6/6
4	3	3	4	4	5	5	6	6	6/4	6/5
5	3	3	3	4	4	5	5	6	6	6/5
6	3	3	3	3	4	4	5	5	6	6
7	3	3	3	3	3	4	4	5	5	6
8	3	3	3	3	3	3	4	4	5	5
9	3	3	3	3	3	3	3	4	4	5
10+	3	3	3	3	3	3	3	3	4	4

Compare the Strength value of the shot down the left hand side of the chart with the target's Defence value across the top.

The result indicates the minimum dice roll required to inflict one wound on your enemy. A score of 6/4 or 6/5 or 6/6 means you must roll a single dice and score a 6, followed by a further dice that must score either a 4+, 5+ or another 6. A '–' indicates the target is impossible to hurt – it is just too tough!

For example, a Moria Goblin shoots an Elf. The Goblin's bow has a Strength of 2, the Elf has a Defence of 5. The Goblin therefore requires a dice roll of 6 to inflict a wound on the Elf.

The first of the Uruk-Hai reaches the battlements, where the warriors of Rohan are ready to meet him.

CASUALTIES

If a model has 1 Wound on its characteristic profile it is slain if it suffers a wound (most warriors can only take one wound). The model is then removed from the game as a casualty.

If the shot fails to inflict a wound the target is unharmed – the shot has bounced off the warrior's armour or caused only superficial hurt that is easily ignored.

MULTIPLE SHOTS

Some Heroes can shoot more than once in the Shooting phase. If a Hero has multiple shots you must work out all of his shots before going on to shoot with another model. Work out each shot separately. The player can shoot at the same target or change targets with each shot – it's up to the player.

MULTIPLE WOUNDS

Some Heroes and larger creatures have more than 1 Wound on their characteristic profile. If a model has 2 Wounds it simply means it takes 2 wounds to kill it, 3 Wounds means it takes 3 wounds to kill, and so on. If such a warrior suffers a single wound make a note on your record sheet that its Wounds value has fallen by -1. The warrior carries on fighting. When the model loses its last wound the warrior is slain and the model is removed from the tabletop.

MOVING & SHOOTING

A bow-armed model must give up half its permitted move distance in the Move phase in order to shoot in the Shoot phase. If the model moves further than half of its move it may not shoot that turn. Eg, a model with a potential move of 5" cannot shoot if it moves further than 2.5".

A crossbow-armed model must give up its entire move to shoot. Such a model cannot therefore move in the Move phase and then shoot in the following Shoot phase. Crossbows are much more time consuming weapons to load and fire than bows.

A warrior armed with a throwing weapon suffers no reduction in its move on account of throwing the spear. The model can move its entire permitted move distance and throw its spear.

Note that if the distance a bow-armed model moves is reduced by difficult terrain then it must still give up half of its remaining move to shoot. So, a model with a 12cm move travelling over a bog would find its permitted movement reduced to 6cm. If the model also wishes to shoot a bow its move must be further reduced to 3cm.

A model attempting to cross an obstacle, jump, climb or mount a steed during the Move phase cannot shoot that turn. A model that fails to cross an obstacle or jump a gap (on the roll of a 1) cannot shoot as the warrior was attempting to cross even though he failed to do so. A model cannot shoot whilst it is on the ground. A thrown rider cannot shoot that turn unless it shoots before it is thrown.

Prepare to fire!

SHOOTERS IN COMBAT

Models that are touching an enemy in the Shooting phase cannot shoot that turn. They are already busily engaged in hand-to-hand fighting using swords, daggers or whatever they have about them. Hand-to-hand combat is worked out in the Fight phase (see page 26).

TARGETS IN COMBAT

Good warriors are not allowed to shoot at enemies that are already fighting with their own friends – not even if they have a clear shot. There is a great risk of hitting an ally in the hurly-burly of close combat. Evil players are free to attempt such a shot if they wish even though their target might be partially blocked by friendly combatants (we find they usually do!).

The Orc fires into combat even though he risks hitting the other Orc.

Roll to hit the target in the usual way. If the shot misses then it misses altogether, the shot flies off hitting no-one and causing no harm.

If the shot scores a hit, roll another dice to determine which side has been hit. On a 1, 2 or 3 you have hit a warrior from your own side, on a 4, 5 or 6 you have hit your intended target.

If you hit your own side and there are two or more of your own models fighting you will hit the nearest (but don't worry there's plenty more where he came from!).

IN THE WAY!

Often a shooter's view of the target will be partly obscured by another model or some other object that lies between the shooter and target. The model or object is in the way of the shot.

A Good warrior is not allowed to shoot at a target if another Good warrior is in the way. He wouldn't want to risk hitting a friend, after all. However, an Evil warrior can shoot if other Evil warriors are in the way (life is cheap – especially when it's not your own!).

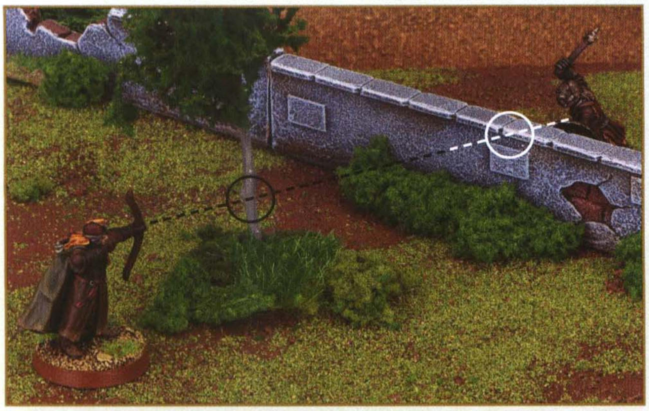
The Rohirrim cannot shoot – his friend is in the way.

Where a shooter's view to his intended target is partly obscured by someone or something in the way then there is a chance a shot will hit whatever is in the way instead of the target. This is worked out as follows:

First roll to see if a hit is scored as normal. If you miss, the shot flies wild and hits nothing. If a hit is scored, roll a dice on behalf of the first thing in the way of the shot.

If you roll a 1, 2 or 3 the shot has hit whatever is in the way. If this is another model work out the effect of the hit. If it is a physical object the arrow strikes it and is stopped or deflected, causing no harm.

If you roll a 4, 5 or 6 the shot has missed whatever is in the way and flies on towards its intended target. Roll for the next thing in the way, and continue rolling for each thing in the way of the shot until it hits something or reaches the intended target.



The tree and wall are both in the way of this shot.

For example, an Elf shoots his bow at an Orc and scores a hit. However, the Orc is behind a wall and there is a tree in front that partly obscures the Orc from view. The Elf rolls to see if the tree is hit and scores a 5, avoiding the tree. The Elf next rolls for the wall and scores a 4, avoiding that also. The arrow reaches the Orc and hits him fair and square.

Note that an Evil warrior who is fighting an enemy won't be both 'in the way' and a 'target in combat'. The warrior will just be a target in combat and only one roll is required to see if he's hit. Life is difficult enough when you're a minion of evil so we won't penalise him further.

SHOOTING FROM COVER

If a model is shooting from behind cover; a low wall or other barrier; or from behind a rock, bush, or similar object; its own cover isn't considered to be in the way of its shooting so long as the model is touching the cover and is tall enough to see over or around it.

This is one of those cases where in real life a warrior could quickly lean out or over his cover to shoot – so the model is allowed to shoot so long as its head is clear to see the target.

The Uruk-Hai prepare to fire one of Saruman's cunning siege engines.

THE FIGHT PHASE

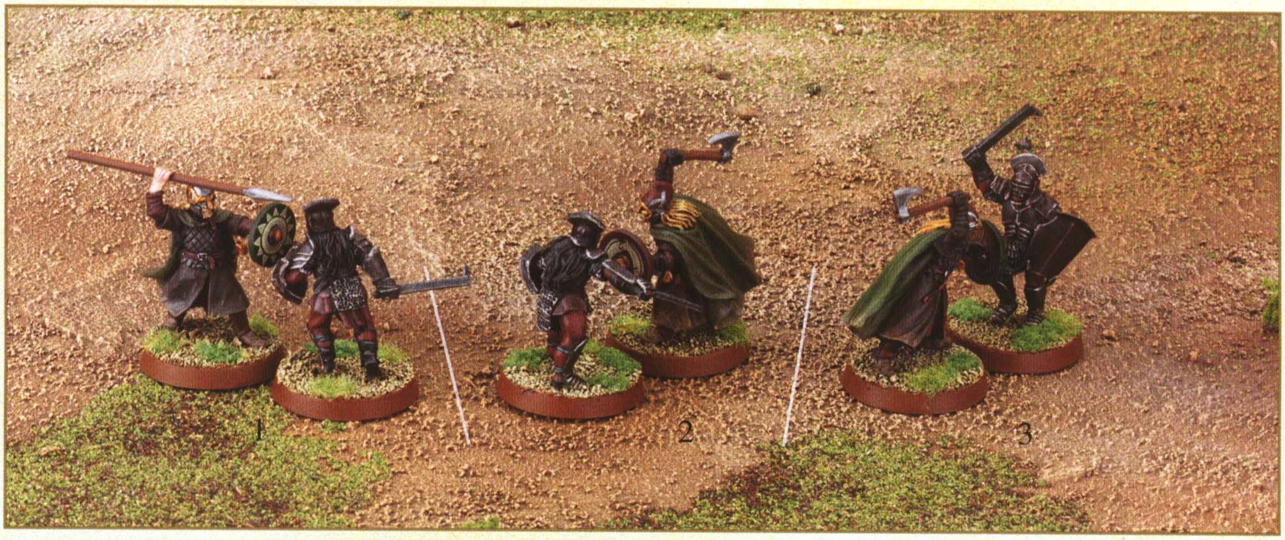
During the Fight phase both sides work out combat between opposing models in base-to-base contact. Enemies are only allowed to touch where one has charged the other as we have already described in the Move phase section of the rules (see page 16).

FIGHTS

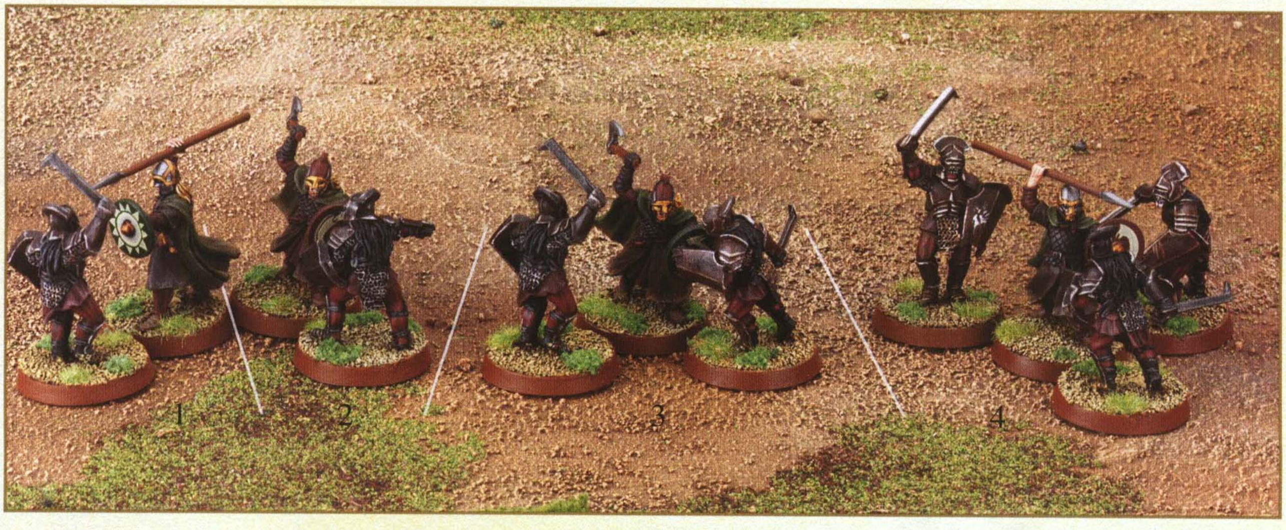
At the start of the phase any models that are fighting are paired off into individual combats.

Sometimes you will have situations where a single warrior is faced by two, three, or more enemies. This is called a 'multiple combat'. Opponents are always paired off where possible and any other combatants join into a multiple combat against an enemy they are touching.

If a warrior could join one of several combats to create a multiple combat then the player with priority that turn decides which one he joins. Similarly, where matches can be made in one of several different ways the player with priority decides how the combatants are matched. In both cases all touching models must be included and any multiple combats must have one model on one side and multiples on the other (never multiples on both sides in the same fight). Separate the models slightly to make the pairs more obvious to see what's going on if you find it convenient to do so.



There are three separate one-on-one combats in this example.



Here there are two separate one-on-one combats to the left, a two-on-one combat in the middle, and a three-on-one combat on the right.

A much deserved rest after a job well done!

WHEN TO FIGHT

The side that has priority that turn decides the order that fights are resolved. The deciding player chooses which combat he wants to work out first, the players work out the result, then the player with priority nominates the second combat, and so on until all fights have been resolved.

WORKING OUT A FIGHT

The easiest way to explain how combat works is to consider a fight between a Warrior of Rohan and an Uruk-Hai. Both have 1 Attack and 1 Wound on their characteristic profile – the Warrior of Rohan has a Fight value of 3 and the Uruk-Hai has a Fight value of 4.

Where the combatants have 1 Attack both players roll one dice on behalf of their warrior. The highest scoring warrior wins the fight. If both warriors roll the same result the warrior with the highest Fight value wins – if both have the same Fight value roll a dice – 1, 2 or 3 the Evil side wins; 4, 5 or 6 the Good side wins.

The loser must 'back away' 1"/2cm from his opponent to represent he has lost the fight. The loser cannot move into touch with another enemy as it backs away but it can move within the 1"/2cm control zone of other enemies because models are assumed to back away as the combatants struggle. For the same reason a model cannot back away over an obstacle, climb or attempt to mount up. If unable to comply the warrior is trapped – see the rules for trapped fighters (page 30).

The Uruk-Hai rolls 3 and the Warrior of Rohan rolls 4. The Warrior of Rohan wins the fight.

The Uruk-Hai is moved 1"/2cm back to show that he has lost the fight. Note that this means combatants will always separate once their fight is over.

The winner strikes at the loser and might hurt him by inflicting a wound. Where the winner has 1 Attack, roll one dice and refer to the Wound chart below. The Wound chart is the same as that used for shooting except that it is the warrior's own Strength that is compared to the enemy's Defence value rather than that of his weapon.

Most warriors have only 1 Wound on their characteristic profile. Where this is the case the loser suffers a wound and is slain. The model is removed as a casualty. If the dice roll is insufficient to inflict a wound the loser is unharmed.

Once wounds have been worked out the combat is complete and the side that has priority selects which combat to work out next. Once all combats have been worked out, the Fight phase is over.

Combats involving models lying on the ground are solved with slightly different rules (see page 21).

MULTIPLE ATTACKS

Some Heroes and large creatures have more than 1 Attack on their characteristic profile. If a model has 2 Attacks then roll two dice when working out fights instead of one and choose the best score. If a model has 3 Attacks, roll three dice and choose the best score, and so on. A model with multiple Attacks is therefore more likely to win a combat.

If a model with multiple Attacks wins a fight then it strikes the enemy once per Attack. So, a Hero with 2 Attacks rolls two dice to see if he inflicts a wound – both dice count so he either inflict no wounds, 1 wounds, or 2 wounds.

When working out who wins a fight, a Hero with 2 Attacks rolls two dice – an ordinary warrior with 1 Attack rolls one dice.

MULTIPLE WOUNDS

Some Heroes and larger creatures have more than 1 Wound on their characteristic profile. If a model has 2 Wounds it simply means it takes 2 wounds to kill it, 3 Wounds means it needs 3 wounds to kill, and so on. If such a warrior suffers a single wound make a note on your record sheet and carry on fighting. When the model loses its last wound it is slain.

Wound Chart

		DEFENCE									
		1	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9**	**10**
STRENGTH	**1**	4	5	5	6	6	6/4	6/5	6/6	–	–
	2	4	4	5	5	6	6	6/4	6/5	6/6	–
	3	3	4	4	5	5	6	6	6/4	6/5	6/6
	4	3	3	4	4	5	5	6	6	6/4	6/5
	5	3	3	3	4	4	5	5	6	6	6/5
	6	3	3	3	3	4	4	5	5	6	6
	7	3	3	3	3	3	4	4	5	5	6
	8	3	3	3	3	3	3	4	4	5	5
	9	3	3	3	3	3	3	3	4	4	5
	10+	3	3	3	3	3	3	3	3	4	4

Compare the Strength value of the attacker down the left hand side of the chart with the target's Defence value across the top of the chart.

The result indicates the minimum dice roll required to inflict one wound on your enemy. A score of 6/4 or 6/5 or 6/6 means you must roll a single dice and score a 6, followed by a further dice that must score either 4+, 5+ or another 6. A '–' indicates the target is impossible to hurt – it is just too tough!

For example, a Man of Gondor defeats a Moria Goblin in a fight. The Man has a Strength of 3, the Moria Goblin a Defence of 5, and both have 1 Attack. The Man therefore requires a dice roll of 5 or more to inflict one wound on the Moria Goblin.

Baruk Khâzad! Khâzad ai-mênu!

MULTIPLE COMBATS

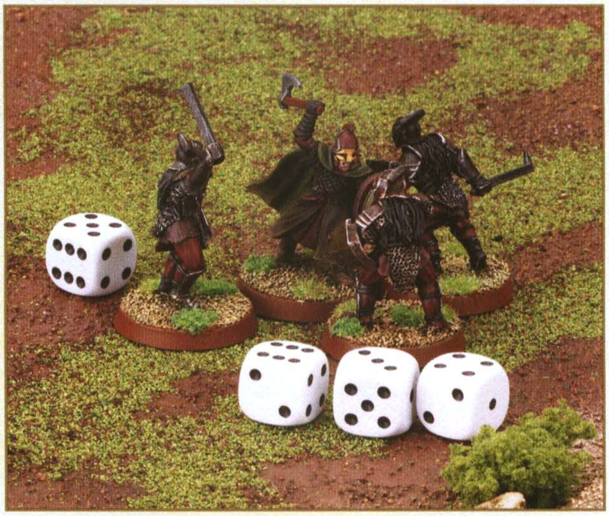
If two, three or more warriors are fighting a single enemy roll one dice for each warrior as before. For example, where three Moria Goblins fight one Man of Gondor, the Goblins roll three dice and the Man rolls one. The player rolling multiple dice takes the highest scoring dice and ignores the rest. In this example the highest scoring dice for the Goblin is compared to the Man's dice score and the highest score wins.

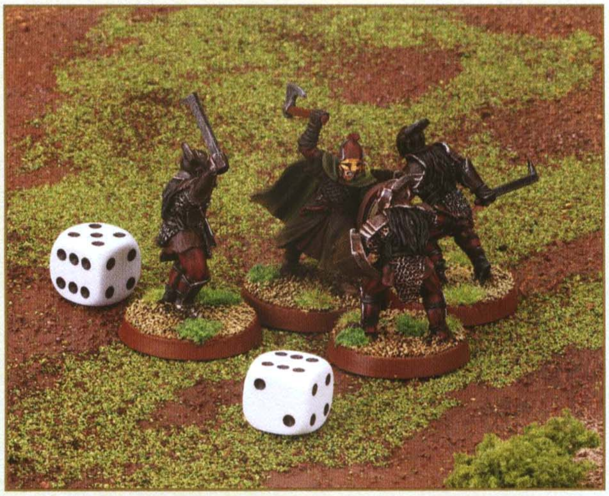
If any models involved in a multiple combat have 2 or more Attacks then just total up the number of attacks on both sides and roll the appropriate number of dice. Pick out the best scoring dice for each side. In the case of a draw compare the single model's Fight value to the best Fight value from the multiple side. If they are equal roll one dice – 1, 2, 3 the Evil side wins; 4, 5, 6 the Good side wins.

All the models on the losing side are beaten back from their enemy 1"/2cm. Where a single model is beaten back by two or more enemies the retreating player can retreat through any gap that is wide enough for the model to pass – if there is no gap the model is trapped as described below. Where multiple models are backing away from a single model each retreats exactly as in a one-on-one combat, which means none, some or all might be trapped. Once models have backed away work out strikes.

If the multiple side wins the fight each model strikes against the loser. It doesn't matter whether individual models score higher or lower than their opponent – all models strike if their side wins.

If the single model wins the fight it can strike against one of the enemy if it has 1 Attack. If the model has more than 1 Attack it strikes once per attack and can divide its strikes amongst its opponents as the player wishes. This is important as some enemies might have different Defence values or might be trapped. The player can roll for each strike before allocating the next if he prefers.



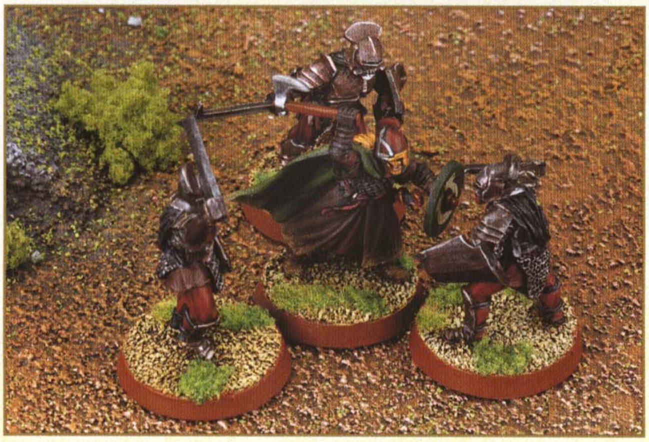


Top: Three Uruk-Hai each have 1 Attack so roll one dice for each – 3 Attacks against the Warrior of Rohan's 1 Attack.

Bottom: Both sides compare their highest score – in this case the Uruk-Hai's 6 wins the day.

TRAPPED FIGHTERS

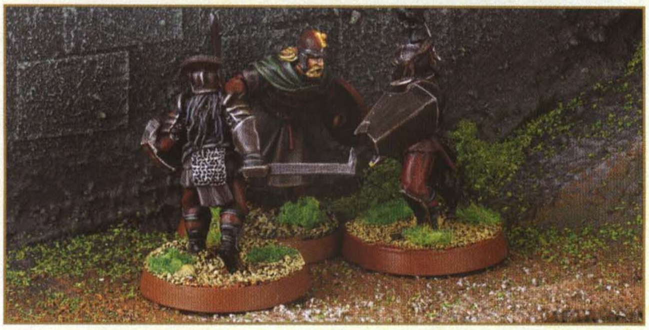
Warriors who have been defeated must back away from their opponent as described earlier. Sometimes a model will be unable to back away because its path is blocked by an impassable feature, obstacle, or by other models. This will invariably be the case where a defeated warrior is surrounded by three equi-distant enemies.



A model surrounded by three equidistant enemies – he has nowhere to back away to.

Note that a model is not allowed to back away by jumping an obstacle, climbing or mounting up – but it can back away by leaping over a sheer drop. This is up to the player. If the warrior leaps a drop of more than double the model's height the player must roll to see if it is hurt as described in the Move phase section (see page 19).

If a model can't back away the defeated warrior is trapped. Any strikes made against a trapped model count as doubled. So, a model with 1 Attack will make two strikes, a model with 2 Attacks makes four strikes against a trapped model, and so on. The defeated model must be moved back as far as possible so that enemies are no longer touching – if necessary other models must be moved slightly to make sure there is a gap.



A model surrounded by two equidistant enemies and a terrain feature – he is trapped.

In a multiple combat where several models must move, the player whose models are backing away can move them in any order he wishes.

Making Way For Trapped Fighters

If a defeated warrior can't back away from his opponent because of friends blocking his path, then these friends can move up to 1"/2cm in order to make room. This is called 'making way for friends'. Models lying on the ground can make way for friends. Models do not have to make way – it is up to the player.

Models cannot make way if they are still engaged in combat with an enemy model. Otherwise, the same rules apply as for backing away, so models can move into enemy control zones, but cannot move into a fight for example.

The idea behind this rule is that it enables friends to move 1"/2cm to allow their comrades to avoid taking double strikes because they are trapped.

A friend backing away to make room.

Note that the rule for making way only allows a model to make way for a friendly model that has been defeated in a fight. A model cannot usually make way for another model that is making way. This means that in a dense mob the models at the front will be pushed onto the enemy as those at the rear will be unable to make way (sounds like a fine Orc tactic to me!).

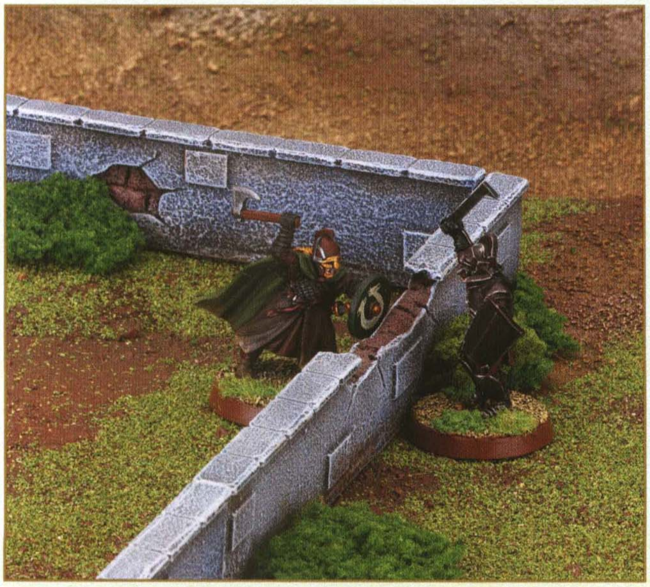
DEFENDING

Designer's Note: *Players who already own The Fellowship of The Ring edition game will notice we have changed the rules for defending over barriers. This is to allow for fighting over castles, through doorways, and from ladders in the new scenarios for The Two Towers.*

In the Move phase section we described how a model placed directly behind a barrier can defend it against an enemy – for example, a wall, hedgerow, or a pile of crates or barrels (see page 18). Models can also defend doorways, narrow corridors, and similar features, as we shall discover later in the Siege section. For the moment we shall only consider barriers.

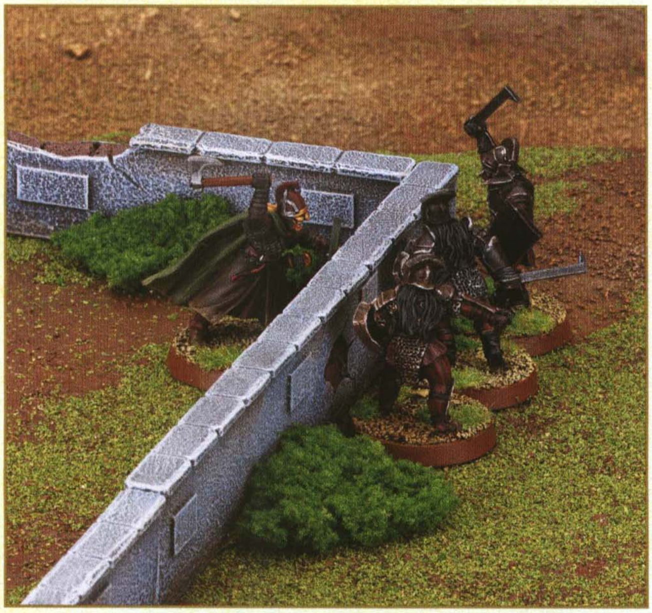
Where a model is placed behind a barrier it will be impossible to place an enemy into base contact because the barrier will be in the way. To allow for this we introduce the following rule:

A model can charge an enemy that is defending a barrier by moving into the enemy's zone of control and contacting the barrier. The two models are assumed to be touching even though they are not actually in base contact.



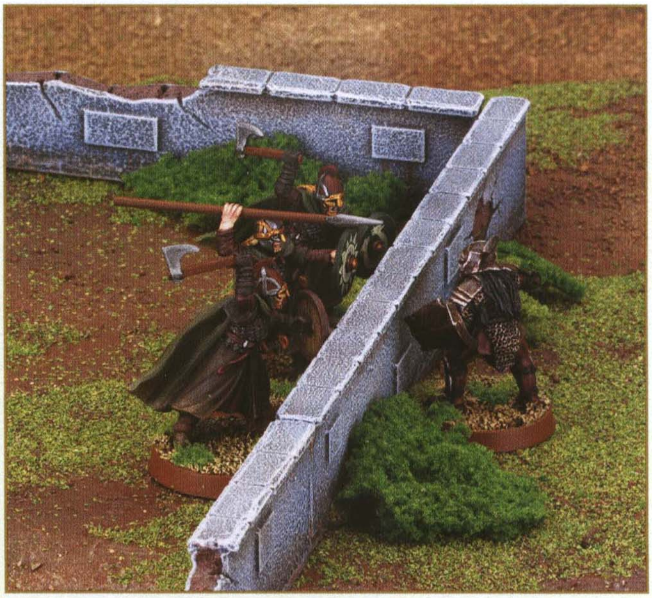
Even though there is a wall between the two models, they are considered to be touching.

Because of the size of the zone of control it is possible to place up to three warriors on small bases or two warriors on large bases against a single defender. This is shown in the diagram below.



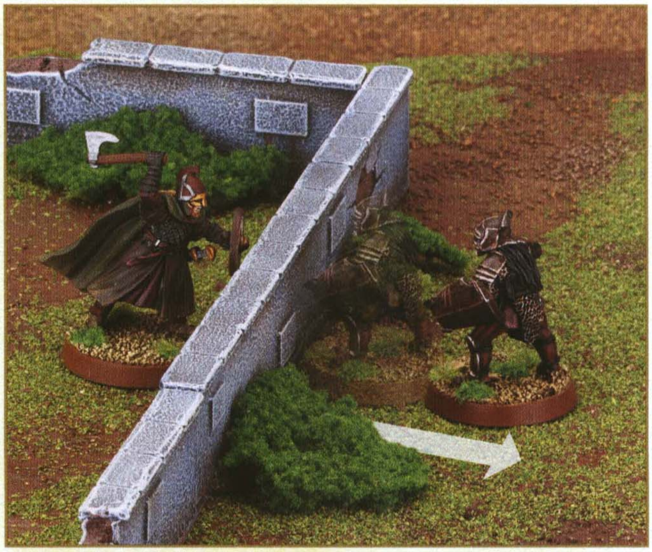
Three warriors fighting against a single defender.

It is also possible for up to three defenders to fight against a single charger because their control zones overlap. This is shown in the diagram below.



A single warrior is fighting against three defenders.

The procedure for defending is slightly different to the basic combat rules that we have already learned. In the case of ordinary combats, warriors who lose a fight are immediately moved back 1"/2cm before working out the effect of blows. In the case of defending combats, the defender does not move at all even if he is beaten. If the defender survives he repels the attack and the charger is automatically moved back 1"/2cm as if he had been beaten. Only if the defender is slain is the model removed and the charger is automatically moved over the barrier to occupy his space.



The Uruk-Hai has won the fight but has failed to kill the defender. Therefore the Uruk-Hai has to back away.

DEFENDING ONE-ON-ONE

To work out a one-on-one fight, roll to determine which side wins the fight as normal. If the charger wins, roll a dice to see if he strikes the barrier or his foe. On a roll of 1, 2 or 3 his blow strikes the barrier and has no effect, on a roll of a 4, 5 or 6 the blow strikes the defender and is worked out as normal. Roll for each strike separately when striking more than once.

If the defender wins the fight, his blows are struck as normal. It is not necessary to roll to see if he strikes the barrier. Because he is defending he has already thrust his weapon through or over the barrier in order to fight his opponent.

If neither model is slain at the end of the fight the charger is moved back 1"/2cm, whilst the defender remains in place. If the defender has been slain the charger is moved over the barrier to occupy the defender's space.

DEFENDING IN MULTIPLE FIGHTS

If two or three chargers attack a single defender then the chargers must fight the defender one at a time. The charging player can decide which of his models will fight first. This means that a defending model can potentially fight two or three times in the same combat round.

Once each charger has fought he is moved back 1"/2cm unless he has slain the defender or been slain himself. If the defender is slain then his opponent and any other chargers who have yet to fight will automatically cross the barrier. The charger who slew his foe moves into the space vacated by his enemy and remaining models are moved directly forward and over the barrier. If remaining models cannot be moved directly over the barrier for whatever reason, they can be moved next to the model that has already crossed or otherwise not at all.

As the defender has been killed by the first attacker, all three Uruk-Hai move across the barrier.

If a single charger moves into the zones of control of two or three defenders then he must fight them all. All the defenders fight at once, rolling all their dice at the same time as they would for a normal multiple combat. This is because the defenders are all prepared to strike and don't have to struggle over the barrier to press their attack. If the charger wins the fight he must still roll to see whether his blows hit the barricade. If he should succeed in killing any of his opponents then he can cross the barrier, immediately taking the place of a model he has slain.

The attacking Uruk-Hai wins the fight against the two defenders and kills one.

He can now immediately cross the barrier, replacing the model killed.

MULTIPLE FIGHTS ON BOTH SIDES

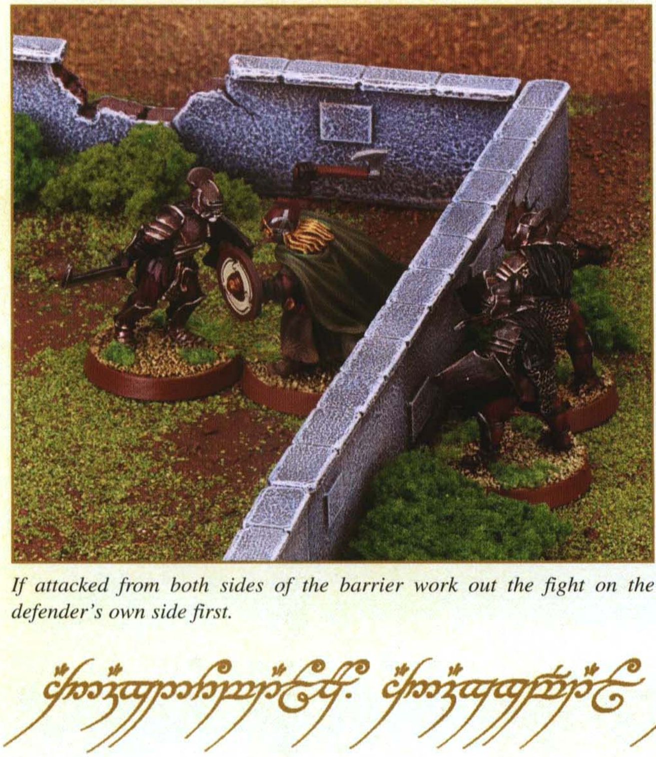
Where there are several models on both sides of a barrier the combats are divided into as many separate one-on-one fights as possible by the player with priority. Remaining multiple fights are resolved as multiple combats with one model on one side as already described.

The charging Orcs smash into the Elf battleline.

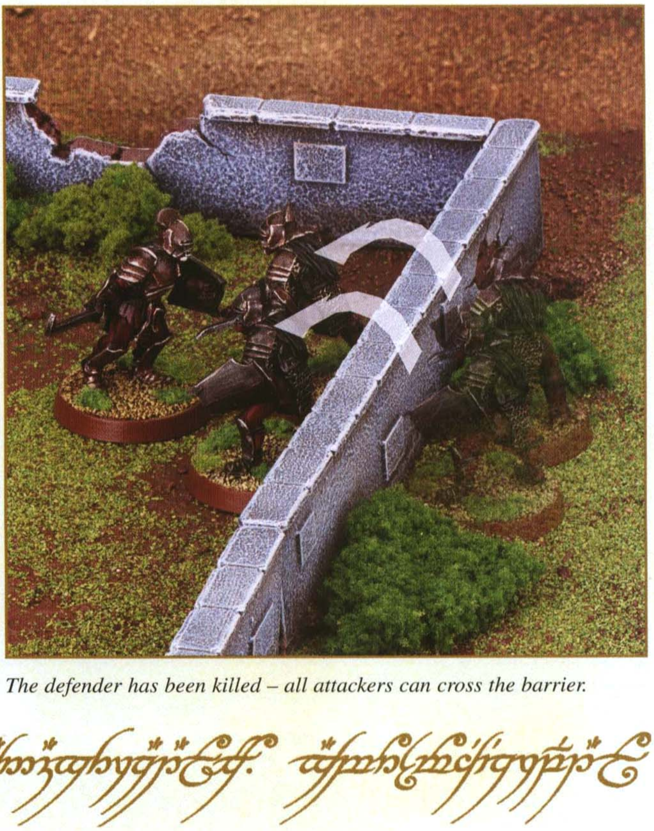
ATTACKED FROM BEHIND

If a defending model is also attacked from his side of a barrier then the fight on his side of the barrier becomes a regular combat fought in the usual way. Work this out first.

If the defender is slain in this initial fight then enemies that would otherwise fight across the barrier can cross immediately as if they had killed him themselves.



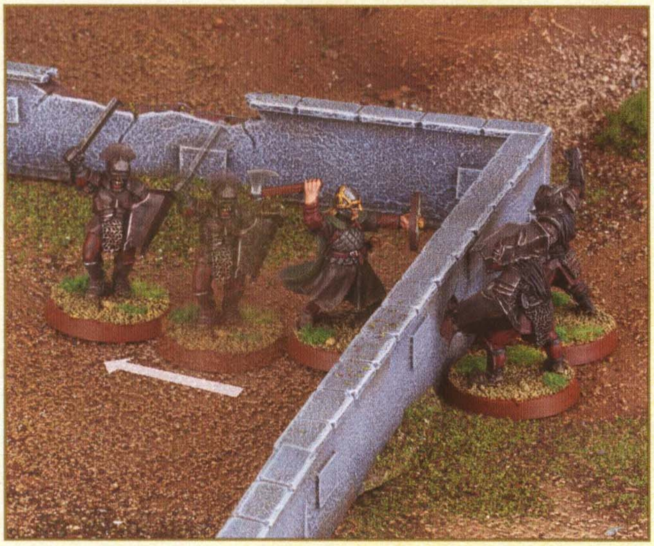
If attacked from both sides of the barrier work out the fight on the defender's own side first.



The defender has been killed – all attackers can cross the barrier.

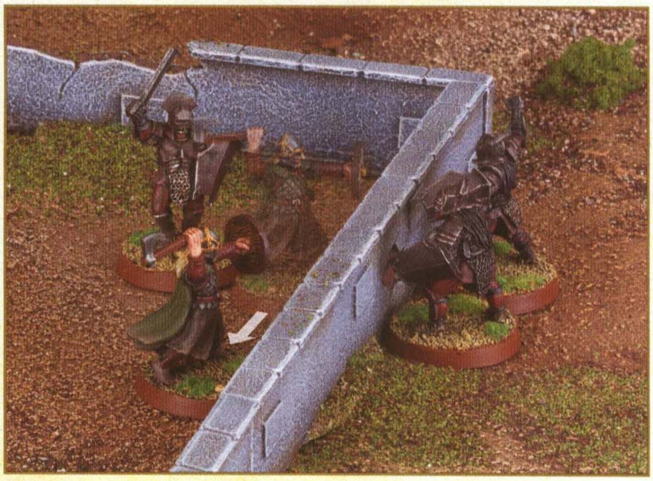
The Uruk-Hai prepare to assault the walls of Helm's Deep.

If the defender is not slain any chargers on the other side of the barrier can now fight. If the defender won the combat he can now defend the barrier exactly as described previously. If the defender was defeated in his first fight, he is unable to defend the barrier effectively – therefore he no longer counts as defending. The combat is fought as any other combat or multiple combat and the chargers do not have to roll to see if their strikes hit the barrier.



The defender has survived the initial attack and must now fight against the models attacking across the barrier.

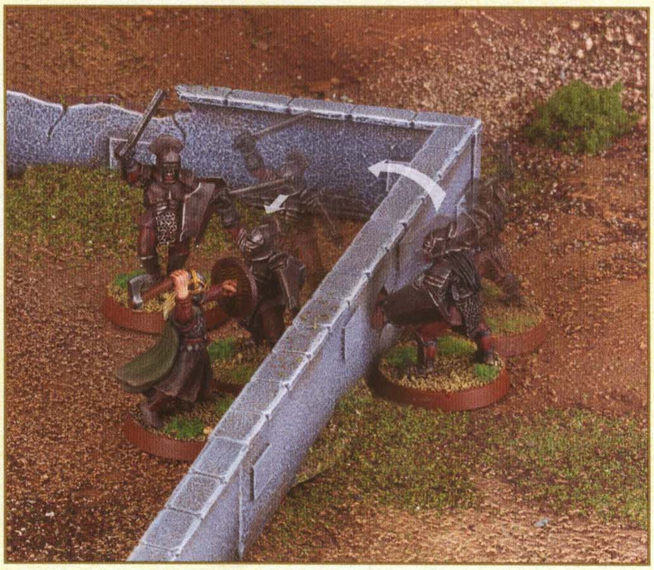
Sometimes a defender is obliged to move away from or along the barrier he is defending because he is beaten back 1"/2cm by an enemy on his side of the barrier. In this case it can happen that a charger on the other side of the barrier is no longer within his enemy's zone of control. This is shown on the diagram below.



The defender has backed away, therefore his zone of control will not prevent one attacker on the other side of the barrier from crossing over.

Should this occur, models no longer in the defender's zone of control can immediately cross the barrier and, if there is room, move into touch with the defender.

The ensuing combat is worked out between the defender and all the chargers that have yet to fight. As the defender was defeated during his previous fight he no longer counts as defending so the fight is straightforward to work out, even where chargers are separated by a barrier (as shown in the diagram below).



The Uruk-Hai who has just crossed the barrier moves into base contact with the defender and fights him along with the attacker still on the other side.

CAVALRY

This section discusses all the rules for cavalry. We refer to all mounted models as cavalry. Cavalry are usually mounted on horses but Warg riders are also cavalry.

If you own the original The Fellowship of The Ring edition of The Lord of The Rings game you'll spot where we have added to and occasionally amended the rules for mounted warriors. The Two Towers introduces cavalry as combat troops in the form of the Rohirrim and Wargs.

Since all the cavalry rules have been compiled into this section for ease of reference, you will find here a few Advanced rules. You may ignore them until you are more familiar with the game.

Riders of Rohan

CHARACTERISTICS FOR MOUNTS

A cavalry model comprises a rider and his mount and therefore has two separate sets of characteristics:

	F	S	D	A	W	C
Rider of Rohan	3/4+	3	5	1	1	3
Horse	0	3	4	0	1	3

As you can see horses have a '0' Fight value and no Attacks. When a Rider of Rohan fights an enemy his horse takes no part in the combat – no dice is rolled on behalf of the horse and if the Rider of Rohan wins the fight his horse does not strike blows. We'll explain more about how cavalry fight in combat later in this section.

MOVING CAVALRY

Cavalry models are moved in the same way as models that are on foot, with various additional rules and exceptions. You will find that most of these exceptions are obvious enough – such as horses not being allowed to climb ladders!

WHO SEES – RIDER OR MOUNT?

In the case of a mounted model, the 'model's eye view' is always taken from the perspective of the rider. As the rider is directing his mount it is his ability to see which counts, not that of the horse. This is important for establishing whether a warrior can see an enemy he is about to charge and when shooting (see page 16).

MOVING THROUGH DIFFICULT TERRAIN

Warriors who are on foot can move through difficult terrain at half their usual pace as described in the Difficult Terrain rules (see page 16). Cavalry cannot move through difficult terrain at all whilst remaining mounted. Difficult terrain is either too dense or too dangerous for cavalry to move through. However, a rider can dismount and lead his mount through difficult terrain at the appropriate pace for a creature of that race. For example, a Human who has a Move rate of 6" can lead a horse through a wood at 3" – halving his Move distance for difficult terrain.

BARRIERS AND OBSTACLES

When it comes to moving over barriers, always consider the mount's height, not that of the rider. Note that because horses are often modelled in dramatic head-down positions you will have to estimate the horse's true height – easiest by measuring the height of a comparable horse with its head held high. It is the true size of the horse that affects its ability to cross a barrier – not the pose of its head!

Fortunately, most horses are more or less the same size so we might reasonably assume all to be the same for purposes of our game. The Riders of Rohan horse is a good 'mean' at 40mm tall. All barriers that are less than half this (less than 20mm high or wide) are crossed without penalty. Any barriers between half and double the horse's height are counted as obstacles (between 20mm and 80mm) and can be jumped. Any barriers taller or wider are impassable.

JUMPING

A mount will not willingly jump over a sheer drop more than double its own height.

Cavalry can jump over obstacles between half and double the height of the mount as described. Make a roll on the Jump chart (see page 19) in the same way as you would for a warrior on foot. Remember to reduce the dice result by -1 if the obstacle is taller or wider than the mount's height.

If a 1 is rolled when attempting a jump with a mounted model then a further attempt can be made. Roll again to see if it successful. However, if a further 1 is rolled then not only does the model fail to jump but the rider is thrown from his mount. See the Thrown Rider chart opposite.

CLIMBING, LYING DOWN, & CRAWLING

Cavalry models cannot climb, lie down or crawl. Mounts cannot do so even if their riders dismount!

LADDERS AND STEPS

Cavalry models cannot climb ladders – horses are just not designed for the task!

Cavalry cannot climb steep or especially narrow stairs – but steps that are broad and shallow can be moved over at half the mount's usual pace. For example, a broad flight of stone steps leading up to a public building would probably be possible to move over, but a winding stairway in a tower would not. If in doubt about a particular feature, make sure that both sides are agreed whether steps are accessible to cavalry before the game begins.

MOUNTING AND DISMOUNTING

Rules are provided for riders to mount and dismount as well as for carrying passengers. This allows for some very dynamic actions where riders pluck their friends from the midst of disaster or carry them towards their goal – just as Legolas carries Gimli and Arwen carries Frodo. Dwarfs and Hobbits do not normally ride horses, but can be carried as passengers. Unless specified, models with a Strength of 6 or more cannot ride or be carried as passengers.

To make full use of these rules we would ideally have separate models of warriors on foot and mounted, and separate models of horses (and wargs) without riders. In practice it is sufficient to have a mounted model and a foot version of the rider. Riderless mounts can be represented by using the mounted model with the addition of a suitable counter or marker, or by removing the rider figure if this is left loose. A small piece of paper placed on the model's base is enough to show that the rider has dismounted.

A model can mount a horse or similar mount whose height to the saddle is not more than twice the height of the rider. This is treated as a jump and a Jump test is made. If a 1 is rolled the model fails to mount, a 2-5 is successful but the model's move ends, and on a 6 any remaining proportion of the model's move can be completed by the mount.

Dismounting is automatic. The rider can dismount at the beginning of his move, in which case he can move on foot normally. Alternatively, he can dismount at any time during his mounted move, but will be unable to move further that turn and counts as having used up his full move regardless of the distance moved.

ADVANCED RULE – CARRYING RAMS, LADDERS, ETC

Cavalry models cannot carry large or heavy burdens that would normally require two or more warriors to carry at a full pace move. For example, siege ladders, rams, and demolition charges. All these things require the full attention of warriors on foot and are impractical to carry whilst mounted. The same applies to any large, heavy or bulky burdens that are comparable.

ADVANCED RULE – PASSENGERS

A cavalry model can carry two people – the rider and a passenger. This can be very useful for rescuing stranded warriors or for moving warriors quickly. The most convenient way of showing that a cavalry model is carrying a passenger is to place the passenger model on the cavalry model's base or as close as possible.

To mount up, either the passenger must move into touch with the cavalry model or vice versa. A standard Jump test is then taken by the passenger. On the roll of a 1 neither model can move further that turn and the passenger does not mount. On a 2-5 the passenger mounts but the cavalry model cannot move further that turn. On a 6 the passenger mounts and the cavalry model can complete its entire move that turn, assuming it's not already done so. Jumping down from a mount is done automatically, no test is required.

A passenger can jump down from a mount before the cavalry model moves, in which case both models can move normally. He can also jump down at any time during the cavalry model's move, but will be unable to move further that turn and counts as having used up his full move regardless of the distance moved.

A passenger cannot shoot with a bow or other missile weapons and cannot fight in combat. When shooting at a rider/passenger/mount the shooter declares his target and shoots as normal. If the shot scores a hit then roll to see if the remaining character or mount is in the way (this happens on the D6 roll of a 1, 2 or 3 – see page 24). If the shot hits the character or mount because they are 'in the way', roll randomly to determine which: 1, 2 or 3 the first, 4, 5 or 6 the second.

For example, an Orc shoots at a Rider of Rohan carrying Gimli – the Rider of Rohan is the target. The shot hits and a further dice is rolled to see if either Gimli or the horse are in the way. This dice scores a 2 so the shot hits Gimli or the horse (a roll of 1, 2 or 3 is 'in the way'). The shooter randomises which of the two potential targets is hit – 1, 2, 3 = Gimli, and 4, 5, 6 = the horse. The dice scores a 3 so Gimli is hit by the arrow.

A passenger cannot fight in combat but he can be struck if the cavalry model is beaten. The enemy can chose to strike any or all of his blows against the passenger if he wishes.

SHOOTING & CAVALRY

When it comes to shooting at cavalry we must take into account the chance of a shot striking the mount rather than the rider. There might also be occasions when an enemy deliberately shoots at a mount – in which case we must take into account the chance of accidentally hitting the rider. The following rules allow for these possibilities and discuss what to do when riders and their mounts fall casualty.

MOUNTED TARGETS

When shooting at a rider the horse is treated as if it were 'in the way' – a dice roll is made as for any other model partially obscuring the target.

Should a player wish to shoot at a mount the rider is treated as 'in the way' in the same manner.

HITS ON MOUNTED TARGETS

Hits on mounts are worked out in the same way as shots against warriors on foot. Should the mount be slain its rider is unexpectedly thrown to the ground. The rider must be replaced with a foot version of the model. Roll a dice to determine if the rider is hurt as a result.

THROWN RIDER CHART

Dice	Result
1	**Knocked Flying** – The rider hits the dirt and is placed lying down beside his mount. If engaged in a combat he fights lying down.
2-5	**Rises from the Dust** – The rider disentangles himself from his mount and dusts himself down. The rider can do nothing else for that turn – if engaged in a combat he cannot strike blows if he wins.
6	**Leaps into Action** – The rider bounds from the saddle of his plunging mount to confront his enemy. The model is replaced by a model on foot and suffers no further penalty.

The minions of Saruman are ridden down by the unstoppable charge of the cavalry of Rohan.

FIGHTS & CAVALRY

For most purposes cavalry fight exactly like warriors on foot – the rider fights against enemies in the same combat. Mounts do not attack – they are riding creatures not warriors – but their size and ferocity add to their rider's attacks as described below.

The following are the characteristics for a Warg Rider:

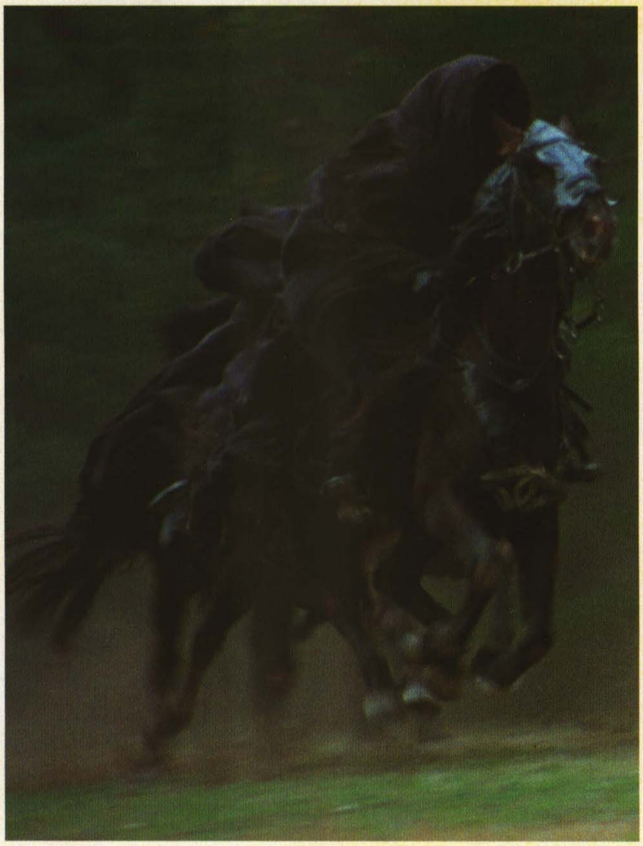
	F	S	D	A	W	C
Warg Rider	3/5+	3	4	1	1	2
Warg	3/-	4	4	0	1	2

CAVALRY CHARGE!

The greatest advantage of riding a horse is that a warrior on a charging horse is very difficult to stop – the sheer weight and impetus of the mounted attack will often bowl the enemy to the ground! We have two rules to represent this extra fighting ability.

If a mounted warrior charges a warrior on foot then he receives two special bonuses: 'extra attack' and 'knock to the ground'.

He receives these bonuses regardless of the number of enemy he charges, so long as all his opponents are warriors on foot. The bonuses apply even if the mounted warrior is subsequently charged by other enemy on foot.



Charging Ringwraiths.

These bonuses do not apply to mounted warriors who charge enemy cavalry, or mounted warriors subsequently charged by enemy cavalry. To claim these bonuses, the mounted warriors must be fighting only against warriors on foot.

Extra Attack

A mounted warrior with this bonus gains one extra Attack. So, a rider with 1 Attack would roll two dice in a fight, a warrior with 2 Attacks rolls three dice, and so on.

Knock to the Ground

If a mounted warrior with this bonus wins a fight, all his opponents are knocked to the ground, except for models with a Strength of 6 or more. these models cannot be knocked to the ground by cavalry unless the mount itself has a Strength of 6 or more.

A warrior that is knocked to the ground must back away 1"/2cm from his enemy as usual. The model is then placed on its side to show the warrior is lying on the ground. That means he will take double strikes from his enemies just like a model that has fought whilst lying down. If he is charged in the following turn before he has had a chance to stand up he will have to fight from the ground (see page 21).

A trapped warrior that is knocked down takes double strikes. Note the model does not take double double strikes because he is trapped and lying down – the penalty is for both.

STRIKES AGAINST MOUNTS

If a mounted warrior loses a fight, his foes can elect to strike either the rider or mount. This is the choice of the player making the attacks, and if he has several attacks to distribute he can strike against both the rider and mount. Note that a mount isn't considered to be 'in the way' as it is for hits from shooting – warriors are close enough to engage directly so we allow the attacker the choice.

If the mount is slain, the rider must roll to see if he is thrown. This is exactly the same as described for shooting. If a rider is slain the cavalry model can be removed or the mount left in place as a loose mount as described opposite.

FIGHTING FROM BEHIND A BARRIER

A mounted model cannot defend from behind cover such as a hedgerow, wall, barricade and similar barriers. The rules for defending barriers do not apply to mounted models. This is because the mounted warrior is not able to get right into cover in the same way as a foot warrior.

ADVANCED RULE – MAGICAL POWERS & CAVALRY

If a model employs a magical power (such as Immobilise for example) against a mounted model, the rider is always the target of the spell, since we assume he is in control of his own steed's movement. If the rider is affected, then the steed is affected as well (the entire model is immobilised in the case of the above magical power). Of course if the rider has any Will available and wishes to use it, he gets a chance to resist the spell normally. If the steed happens to be a Hero as well (a very rare occasion) and has any points of Might or Will, they can be used by the rider when he is attempting to resist the spell.

The exception to this rule is the Sorcerous Blast power. In this case, if the power is not resisted, both the steed and the rider are moved back by the blast, both suffer a Strength 5 hit, the rider is automatically thrown and both the rider and his steed are knocked to the ground.

Cavalry models in the path of a model that has been blasted away by a Sorcerous Blast (or are fighting it in close combat) suffer a similar fate. Both the steed and the rider are moved aside, both suffer a Strength 3 hit, the rider is automatically thrown and both the rider and his steed are knocked to the ground.

ADVANCED RULE – REMOVING CASUALTIES & CAVALRY

When a rider is killed it is usually convenient to remove the entire model because in most situations we are not concerned with loose mounts which will otherwise get in the way of the action. However, there are occasions when it would be very useful to be able to remount a loose horse. This can be quite important in some scenarios. Good models cannot ride Evil mounts and vice versa.

To take into account situations where representing loose horses is important we shall say that when a rider is slain the player can either remove the mount immediately or leave it in place. If the mount is removed we assume it runs away and takes no further part in the game. If the mount is left in place it remains where it is.

A loose mount can be represented by leaving the cavalry model on the tabletop and putting a suitable marker on or next to it. Alternatively, if you do not fix the riders permanently in place you can simply remove the rider. Another option is to have a few separate horse or warg models to be used when the occasion demands.

Loose mounts do not move unless they have to retreat because of a failed Courage test. They also have no control zone, so other models can move past them easily. If a loose mount inhibits movement, then it will automatically move aside to allow other models to pass by. Whichever player is moving must reposition the loose mount, moving it the smallest distance to permit his warrior to pass.

Loose mounts can still block a warrior's line of sight and might be in the way of a shot. Good models cannot shoot at targets if friendly mounts are in the way – such a thing would be unthinkable! Evil models are under no such obligation, of course.

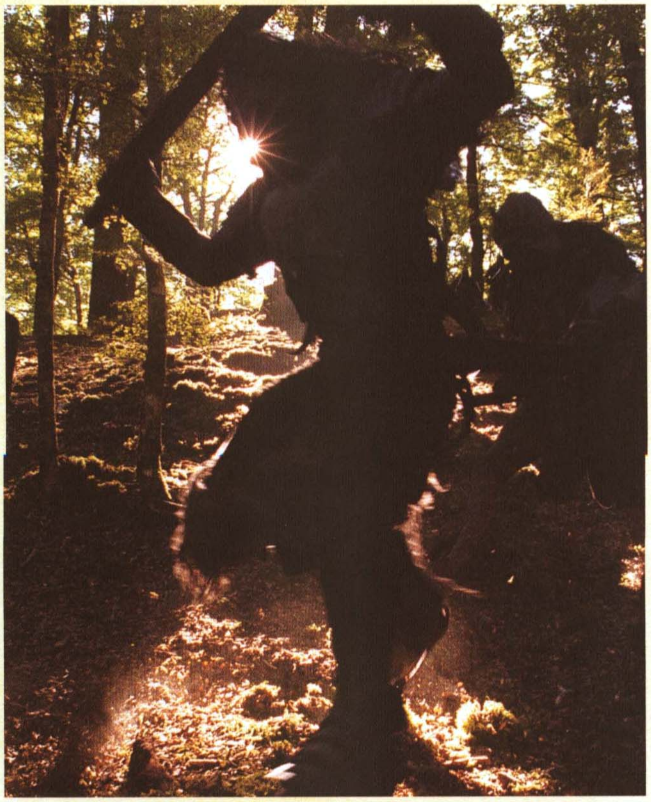
Enemy might conceivably wish to shoot or attack loose mounts. Loose mounts have no Attacks and so roll no dice in a fight and will therefore lose automatically.

CASUALTIES IN SCENARIOS

In a scenario it is often important to know how many models have been slain. In the case of cavalry, the model is counted as slain once the rider is killed. The mount does not count towards the total of slain models.

COURAGE

In the case of cavalry models only the rider need test his Courage. Mounts don't test if they have a rider. Loose mounts take tests as normal using their own Courage.



Unlike other servants of Evil, the Uruk-Hai don't fear the sun.

ADVANCED RULES

The pages that precede this section constitute the core rules of the game. The pages that follow deal with additional rules, profiles for different warriors, and scenarios. You don't need to use any of these extra rules to play a game, though they add further depth to the tactical options and some especially interesting and potent heroic characters. It is a good idea to make sure you are reasonably familiar with the way the core rules work before using the advanced rules.

COURAGE

Of course all of our warriors are courageous – it's just that some are more courageous than others! The rules that follow represent the fact that warriors will not always act as you, the player, might wish them to. There are times when even the bravest warrior would sooner retreat than fight. To take this into account we have the 'Courage test'.

If you're learning the game we recommend you ignore Courage until you're confident with the rules for moving, shooting and fighting. You can always introduce the Courage rules later. To begin with it is reasonable to assume that any Courage test required by the following rules is passed.

The fate of Middle-earth is decided.

COURAGE TESTS

A Courage test is always taken in the same way. Two dice are rolled and added together, and the warrior's Courage value is added to the total. If the total score is 10 or more the test is passed. If the score is less than 10 the test is failed.

When a test is passed there is no effect.

When the test is failed the warrior retreats as described opposite.

In the case of mounted warriors only the rider need test – mounts do not need to test so long as they have a rider.

WHEN TO TEST

A warrior must take a Courage test for the following:

1. When attempting to charge a terrifying enemy.

2. At the start of a move once half its force is destroyed.

3. At the start of a move if the model is on its own.

Attempting to charge a terrifying enemy

If a warrior wishes to charge a terrifying enemy, a test must be taken as soon as the warrior comes to within 1"/2cm of the foe. If the test is passed the model can complete its charge by moving into base contact. If it is failed the model will not charge, losing heart at the last moment, but will immediately retreat as described opposite.

The ability to inspire terror is a special quality of some monstrous creatures as noted in the Forces section.

At the start of each move once half the model's force is destroyed

If half or more of the warriors on your side have been lost then every remaining warrior must test every turn before moving in the Move phase. Make the test for each model before it moves. Models that do not intend to move must still test as if they were about to do so unless already engaged in a fight. Models already fighting when it is their turn to move do not test for courage.

If the test is failed the warrior will retreat instead of making a normal move that turn. If the test is passed the warrior can be moved normally or not at all as the player wishes.

Once half the force is destroyed an army will quickly begin to disintegrate and this is often the moment when a battle is won or lost. Note that models that retreat from the table count as casualties, as well as models that have been slain.

At the start of a move if a model is on its own

Make this test if there are no visible friends within 6"/14cm, and at least two visible enemy within 6"/14cm for every Wound the model has remaining. So, a Hero with 3 Wounds need only test if faced by six enemies, but the same Hero with only 1 Wound remaining must test if faced by two enemies. As ordinary warriors usually have only 1 Wound they must test when they are on their own and outnumbered by two to one, or more.

Make the test for each model before it moves. Models that do not intend to move must still test as if they were about to do so, unless already engaged in a fight. Models already fighting when it is their turn to move do not have to test.

If the test is failed the warrior retreats instead of making a normal move that turn. If the test is passed the warrior can be moved normally or not at all as the player wishes.

Isolated warriors are less likely to act as you might wish and more likely to avoid combat.

Note that a test is not required if a model has already passed a Courage test for 'Once half the model's force is destroyed'. See Testing Twice.

RETREATS

A retreat happens as soon as a Courage test is failed.

When a model retreats it turns to face directly away from the nearest enemy model it can see and moves its maximum move distance in so far as it can. If no enemy are visible the model moves toward the nearest table edge.

The retreating model suffers the usual movement penalties or tests for difficult terrain and obstacles. The retreating model can move round obstacles, terrain or other models to avoid them, so long as it finishes its move as far as possible from the enemy model it is retreating from.

Sometimes a direct move away from the nearest enemy will take a model closer to other enemies as it runs in blind panic. A model may not move closer than 1"/2cm to an enemy as it retreats – it will always move round enemies in its path and cannot charge them.

If a model cannot retreat the required distance because its path is blocked by other models, impassable terrain, or for whatever reason, then the model retreats as far as it can. The model is still considered to have expended its full movement distance even if it is unable to move at all – so it won't be able to shoot a bow that turn, for example. However, it can still use any magical powers it has so long as it can normally use them whilst it is moving.

Models that have Retreated

Once a model has retreated it suffers no further penalty. It is possible for a model to suffer a series of retreats one after the other – in which case it may find itself fleeing from the battle altogether – but a single failed Courage test only ever results in one retreat move.

Note that a model that fails its Courage test having already approached to within 1"/2cm of a terrifying enemy will effectively move twice that Move phase – once as it moves towards the enemy and once again as it moves away from the enemy. Terror can be a very motivating force on occasions.

Fleeing the Battle

If a retreating model's move is enough to reach the table edge it will move to the table edge and leave the battle. It will do this regardless of the direction, even if by doing so the retreating model moves closer to the closest enemy. The warrior flees the battle and the model is removed from the game just as if it had been slain.

STAND FAST!

The following rule applies only to Courage tests which are taken on account of half the army being destroyed. This is often the point where battles will be won or lost and where only the Heroes can force ordinary warriors to stand fast. Rules for Heroes, including Evil Heroes, are given in the next section of the rule manual.

Warriors do not have to test their courage at the start of their move if there is a visible Hero within 6"/14cm who has already tested his courage and passed. To benefit from this rule players must test and move their Heroes before testing ordinary warriors. This is entirely up to the player – there is no obligation to do so – but it does save having to roll for every single model before moving.

TESTING TWICE

If half the force is already destroyed and a model is also on its own there is no need to test for courage twice. The first dice roll will stand for both tests. The same goes if a scenario calls for a test before moving – make one test and the result stands for all.

If the first test is a 'Stand Fast!' from a Hero, a successful result will also stand for both rolls.

HEROES

Heroes are extraordinary individuals – stern, mighty, and dangerous. A hero can fight and defeat several ordinary warriors with ease. In terms of our game Heroes *are not necessarily good or evil. The Forces of Darkness* also have their own evil Heroes who are just as powerful as those of the Free Peoples. Aragorn, Gandalf and Boromir are obvious examples of Heroes, and opposing them are the Witch King, Saruman, and the monstrous Balrog.

MIGHT, WILL & FATE

Heroes have characteristic profiles just like ordinary warriors. In addition, they have three heroic characteristics, namely Might, Will, and Fate. Unlike other characteristics these are represented by a store of points that are used up during the game. Players must decide for themselves the best time to use their rare and precious Might, Will and Fate points.

MIGHT

This represents a Hero's ability to perform heroic feats. When a dice is rolled on behalf of a Hero to resolve the effect of something it has done, its score can be adjusted by expending Might. Might can also be used to perform heroic actions as described later.

Each point of Might that is expended can be used to adjust the dice score up or down by one to a maximum of 6 or minimum of 1. No dice can be augmented to more than 6 or reduced to less than 1. If a player rolls a 3, for example, he can expend two points of Might to turn the score into 5.

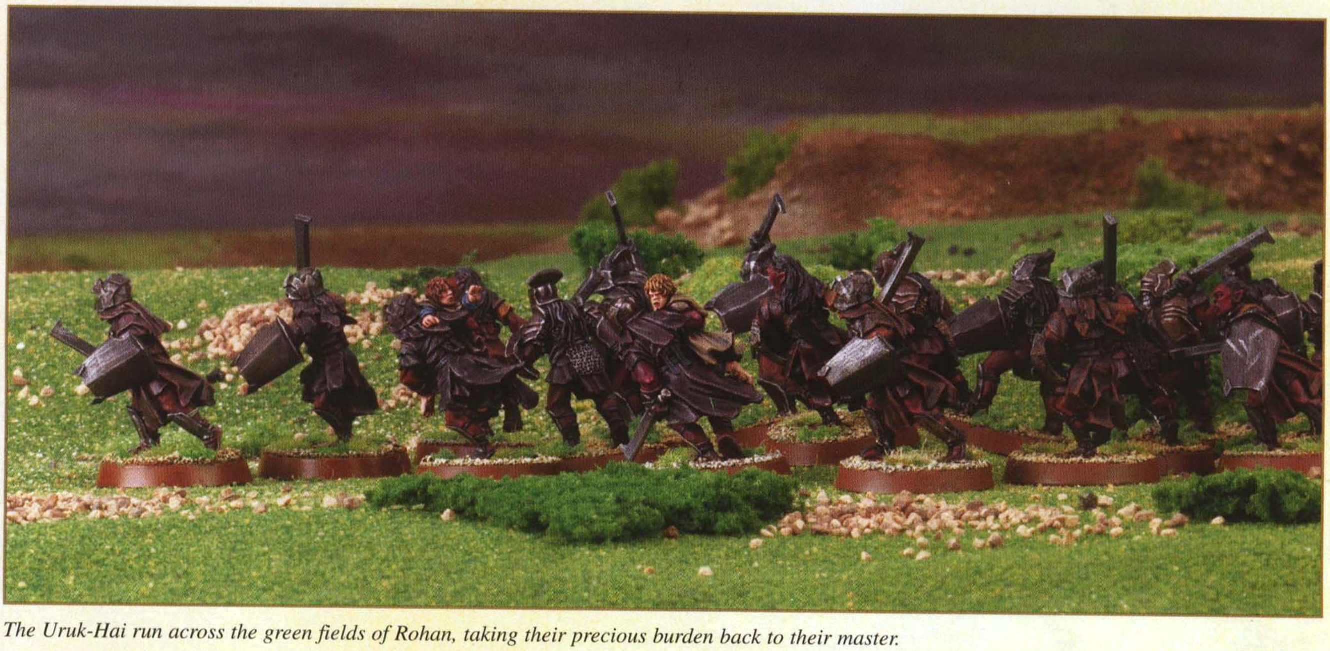
A player does not have to decide to use his Might until the dice has been rolled, or until both sides have rolled in the case of a roll to see who wins a fight. This means a player can always ensure the result he wants so long as he has enough Might points left.

If two opposing Heroes are fighting and both wish to use Might to win, both players must secretly indicate with hidden dice or written notes how much Might they are going to expend (minimum 1) and reveal simultaneously.

When rolling to determine the effect of a successful strike or missile hit, two rolls are sometimes required to inflict a wound (eg, 6/4+). In this case the Might bonus is added to both rolls – 1 Might point expended on the first roll automatically adds to the second roll.

At the start of the game you must record the Might points available for each of your Heroes. As Might is used up you must keep a track of the remaining points. Once all a Hero's Might is gone he can no longer adjust dice rolls.

It is important to remember that a Hero can only use Might to affect his own dice rolls – not those of other characters whether friend of foe. In a multiple combat it is therefore necessary to roll separately for a Hero's Attacks or use distinctly coloured dice to differentiate his rolls from those of other warriors. Might is never used to affect random 50/50 rolls, for example, deciding if a model can be seen if you are unsure, making a Spotting roll, rolling for objects in the way of a shot, or rolling for hitting a barrier when fighting a defending enemy. Also, Might cannot be used to affect the Priority roll made at the start of each turn.



The Uruk-Hai run across the green fields of Rohan, taking their precious burden back to their master.

Can I use Might?

Might points can be used to add to or subtract from any dice roll made to resolve something the Hero has done – by far the most useful and usual occasions are:

When fighting *– To boost a dice roll to win a combat.*

When shooting *– To hit a target.*

Shooting and Combat *– To inflict a wound on an enemy the model has hit or struck.*

Courage *– To pass a Courage test.*

Making tests *– To affect Jumping, Climbing or Thrown Rider results.*

When using Will *– To cast a spell or pass a Magical Resistance test.*

When using Fate *– To pass a Fate roll.*

WILL

This represents the Hero's ability to employ or resist magical powers. Many Heroes have special magical powers. Each time a power is employed, the Hero's stock of Will is reduced. Each time a Hero attempts to resist a magical power his stock of Will is reduced. Once a Hero's Will has been used up he may neither employ nor resist magical powers.

MAGICAL POWERS

If a Hero has magical powers he can attempt to use one power once in any turn. A Hero can resist any number of magical powers during a turn so long as he has Will points remaining.

A Hero can employ a magical power in the Move phase when it is the model's turn to move. The Hero must be able to see the target as we have already discussed. In addition, a Hero must be free to move in order to use a magical power. A Hero already fighting an enemy when it is his turn to move cannot use a magical power.

A magical power can be used at any point during the model's movement – before moving, afterwards, or at any point between. A Hero might use a magical power against an enemy and then move into combat against the same enemy, for example.

When a Hero employs a magical power the player states which power the Hero is using and nominates how many dice he will roll. The Hero's Will value is immediately reduced by -1 for each dice rolled. The player rolls all the dice together. If the highest scoring dice equals or beats the value required to use the power then the Hero has succeeded. If none of the dice score the minimum value needed the Hero has failed to use the power – there is no effect. You will notice that the more dice a player uses the greater is his chance of scoring the value required and the greater his Hero's expenditure of Will.

Wizards use their 'Will' to employ magical powers.

If a Hero is the victim of a magical power he can resist it by rolling one or more dice. This is called 'magical resistance'. The player declares how many dice he will roll and the Hero's Will value is immediately reduced by -1 for each dice rolled. The player rolls all the dice together and picks out the highest score. If the highest scoring dice equals or beats the highest scoring dice of the attacker then the power is resisted and has no effect. If none of the dice equals or beats the highest scoring dice of the attacker then the Hero has failed to resist the spell's effects.

SPECIAL RULE

Resistant to Magic

Hobbits are naturally resistant to the influence of magic and the will of others. If a Hobbit attempts to resist a magical power with his Will and fails to roll the required score then he can re-roll the dice. This gives a second chance of success – but note that only one re-roll is allowed – you cannot re-roll a re-roll.

FATE

Fate represents a Hero's destiny and as such preserves him from harm, where ordinary warriors would otherwise die. If a Hero loses a wound then he would normally reduce his remaining Wounds value by -1. However, if the Hero has Fate points left he might be able to avoid harm by some heroic ruse.

If a Hero loses a wound then he can expend one or more of any Fate points he has to 'recover'. The player rolls a dice and simultaneously reduces the Hero's Fate store by -1. If the dice scores a 4, 5 or 6 then the roll is successful and the Hero recovers 1 wound. Any number of wounds can be recovered in this way but a Hero can never have more wounds than shown on his profile.

A player can use as many Fate points as he has available to try to recover a wound. The player can roll one dice at a time until he makes the score required, runs out of Fate, or decides to suffer the wound.

Fate points are most commonly expended in combat but a player can also use them if a Hero dies as a result of a fall or similar mischance. In this case a successful result might mean that the Hero has not fallen to his death but landed on something soft placed in his path by fortune.

USING MIGHT, WILL & FATE TOGETHER

Might can be used to adjust Will or Fate dice rolls if the player wishes, so long as the Hero has sufficient Might points remaining. A very powerful Hero will be able to cheat death and resist the most potent of sorceries – for a while – but sooner or later even the greatest Hero will run out of one or other of Might, Will or Fate.

Most Heroes will have only a few points of Might, Will or Fate for an entire game, and will have to consider how to use them very carefully indeed. The more junior Heroes may have little more than a single Fate point or a couple of Might points to back their claim to fame. Others not only have a large store of points, but depend upon them utterly, such as the Ringwraiths.

Go back to the Shadow!

HEROIC ACTIONS

As we have already described, priority is usually established at the start of each turn by rolling a dice. Whichever side has priority that turn takes all its moves and shots first, and decides the order in which combats are fought. This is the normal priority rule as described in the Game Sequence (see page 13).

During the Move, Shoot, or Fight phase any individual Hero can override the normal sequence by giving up one point of Might to make a 'heroic action'. The player must declare that he wishes to make a heroic action at the start of the phase.

If both players wish to make heroic actions in the same phase then the sides alternate picking a Hero to make a heroic action. Roll a dice to randomly determine which side has the first pick – 1, 2 or 3 the Evil side goes first; 4, 5 or 6 the Good side goes first.

Once all the Heroes who are making heroic actions have been indicated, work out their actions in the order they were picked. It is easier to remember the order if you place a dice beside each model as it is nominated – 1 is first, 2 is second, 3, 4, and so on.

Designer's Note. *If you own The Fellowship of The Ring edition of the game note that we have changed the rule to decide the order in which Heroes take their actions – we found it works better to randomise which side goes first.*

HEROIC MOVE

A Hero who makes a heroic action at the start of the Move phase will move before other models that are not making heroic actions. In addition, the Hero can shout "With me!" as he moves, and all friends within 6"/14cm will move at the same time. Friends moving in this way must end their move within 6"/14cm of the Hero who is making the heroic action.

HEROIC SHOOTING

A Hero who makes a heroic shot at the start of the Shoot phase will shoot before other models that turn. In addition, the Hero can shout, "Fire!" as he shoots, and all friends within 6"/14cm can also shoot at the same time at whatever targets they wish, assuming they are able to.

HEROIC COMBAT

If a Hero gives up one point of Might at the start of the Fight phase the combat he is involved in is worked out before other combats that turn. In addition, if all enemy models in base contact with the Hero are slain, the Hero and any friends in the same multiple combat can move again before proceeding with the Fight phase. The Hero and accompanying friends can charge other enemies or move to join other fights, for example.

Let's hunt some Orc!

When warriors fight heroic combats they will often move to join existing fights and in some cases this can change the way the fights are divided. Once the heroic combats have been worked out it may be necessary to re-match other fights as a result. The player with priority decides how combatants are matched as normal.

A warrior who fights a heroic combat and then moves to join a further heroic combat cannot then move and fight again. A warrior can only benefit from one heroic combat during a single Fight phase.

Designer's Note. *It's possible for a Hero's heroic action to affect another Hero – so two Heroes within 6"/14cm could benefit from either of them making a heroic move or shot. Similarly, two Heroes fighting together in a multiple combat would benefit if either used the heroic combat ability.*

Once a model has moved or shot it has completed its movement and shooting for that phase. The heroic action enables the model to move or shoot first but does not enable it to move or shoot twice. A model that happens to be within 6"/14cm of a series of Heroes making a heroic move cannot move along with each – it only moves once!

Heroic combat is slightly different because a model gets the chance to move and fight a second time. However, a model can only benefit from a heroic combat action once per turn.

WEAPONS

So far in the game it makes no difference whether a warrior is armed with a sword, spear, or any other weapon – all warriors fight in the same way. Whilst this is perfectly good when it comes to learning the rules and making a start, there is clearly a good case for introducing unique rules to reflect the differences between one type of weapon and another.

MORE THAN ONE WEAPON

Warriors often carry several weapons; for example a bow, sword and a spear. If a warrior is armed with several different shooting weapons, eg, a throwing spear and a bow, he can use either one of them in the Shoot phase but he cannot use both in the same phase. If a warrior has several close combat weapons, eg, a sword and a two-handed axe, he can use either one of them in the Fight phase but he cannot use both in the same phase.

SWORDS & OTHER HAND WEAPONS

Most warriors carry a sword, axe, club or similar weapon in one hand – these are collectively called 'hand weapons' for that reason. All hand weapons are used more or less in the same way and how effective they are is more dependent upon a warrior's familiarity with his armament than any inherent difference between swords, axes, etc.

The rules already described assume a warrior is armed in this way so we need not burden ourselves with additional rules for hand weapons. They represent the standard or norm.

BLADED BOWS

Some Evil warriors are armed with Orc bows that they can fight with in close combat as well as shoot at a distance. These bladed bows have sharp blades fitted into the bow stave itself. A warrior armed with this is considered to have a hand weapon – so he fights as if armed with a sword.

SPEARS

If a warrior on foot is armed with a spear held in either one hand or two hands he can fight exactly as already described in the Fight phase section of the book. In this respect a spear-armed man fights like a sword-armed man.

In addition, because of a spear's length, a spear-armed warrior can join a fight by moving into touch with a friend who is touching an enemy. The extra length of the spear allows him to 'fight through' his own comrade at the foe. The spear-armed warrior does not need to be touching the foe to fight through in this way – he only has to be touching a friend who is himself touching the enemy.

A spear-armed warrior who is fighting through as described takes part in the combat but cannot be struck by the enemy if defeated because he is not touching. If defeated, the spear-armed model must still move back 1"/2cm because he has been beaten in a fight.

A spear-armed warrior fighting in this way cannot use more than 1 Attack. A model with 2, 3 or more Attacks on his profile is treated as having just 1 Attack.

The spear rule allows a warrior to fight through a friend – as the spear-armed Orc on the left is doing.

Only one spear-armed warrior can fight through one friendly model at a time. If several spear-armed warriors are touching a single friend, only one of them can fight.

Note that where a spear-armed warrior has joined a single model already fighting two or more enemy models, there will be a fight that appears to have multiples on both sides. Although this isn't normally allowed, the spear-armed warrior cannot be struck and isn't touching any enemy, so the fight can still be worked out in the usual way.

This fight is a multiple combat between two Warriors of Rohan and one Mordor Orc, with a second Orc joining in with a spear.

As noted opposite, spear-armed models cannot join warriors which are using two-handed weapons or defending themselves by shielding. See the rules for these weapons.

The spear rules allow warriors with spears to fight from behind friends, and enables a huddle of spear-armed troops to bring their numbers to bear against the foe. This offers spear-armed warriors a different way of fighting that is especially valuable in larger battles where bringing as many men into a fight as possible can often carry the day.

Fine-honed martial discipline against sheer brute force.

TWO-HANDED SWORDS & AXES

A two-handed sword or axe is a large, heavy weapon that needs two hands to wield it effectively (heavy glaives, halberds and similar weapons are considered to be in the same category). As with hand weapons we won't worry unduly about the differences – they are fundamentally similar weapons that require a similar approach. Two-handed weapons are difficult to use because they are so heavy. Warriors pressed into combat for prolonged periods will tire easily as the strain of swinging their enormous blades takes its toll on their stamina. This is why only a minority of warriors favour them. The advantage though is that they are very dangerous – able to smash through armour and crush flesh and bone with horrific ease.

Models armed with two-handed weapons cannot carry bows, crossbows or shields as they need both hands to carry their weapons. It is also impossible to use a two-handed weapon whilst mounted.

If a model is fighting with a two-handed sword or axe it automatically suffers a -1 penalty to its dice roll when working out which side wins the fight – a dice roll of 5 counts as 4, a roll of 6 as 5, etc. The minimum possible score is 1, so a roll of 1 still counts as 1 and not as 0. The score can still be enhanced to a maximum of 6 by the use of a Might point as described for Heroes. This penalty reflects that the weapon is heavy and difficult to use.

If fighting a multiple combat it is necessary to distinguish models that are using two-handed weapons from others – so roll separately or use different coloured dice for them.

By way of compensation, a warrior fighting with a two-handed sword or axe adds +1 to his dice roll on the Wound chart – a roll of 1 counts as 2, 3 counts as 4, and so on. If two rolls are normally required to inflict a wound (eg, 6/4+) the bonus is added to both rolls. The maximum score on a dice is 6, so a roll of 6 still counts as 6. The bonus reflects the fact that the weapon is heavy and very destructive.

There is one further rule – because warriors armed with these weapons must swing them in great arcs it is inappropriate that friendly spearmen or pikemen should be able to join in a fight by fighting through a warrior which is armed with a two-handed weapon. Their long weapons would instantly be knocked aside. So, a spear or pike-armed warrior cannot join a fight by fighting through a friendly warrior who is armed with a two-handed weapon.

As you can see, a warrior armed with a two-handed weapon is less likely to win a combat but more likely to inflict a wound. To take full advantage of these weapons it is a good idea to support warriors armed in this way with others carrying ordinary swords or other hand weapons, as these more nimble warriors are more likely to win fights than their unwieldy comrades.

KNIVES & DAGGERS

Most warrior models carry at least some kind of hand weapon, even if it is only a club. However, a few carry only a knife or no visible weapon at all, in which case we assume they have a knife tucked about their person somewhere.

A model armed only in this way is not well equipped for combat and therefore suffers a -1 dice penalty when working out who wins a fight – a roll of 4 counts as 3, a roll of 6 as 5, and so on. Rolls of 1 still count as 1 because it is the lowest score possible. Note that separate dice rolls will be required in multiple combats for models armed with knives and daggers.

Savage animals and monsters which would not normally need weapons to fight are not penalised just because they have no visible weaponry. They have claws, teeth, and whatever else nature has endowed them with.

SHIELDS

If a model has a shield the warrior's ability to defend itself is taken into account by a suitable increase in the model's Defence value.

If a warrior has both a shield and a bow or crossbow then it is assumed that the warrior cannot carry both at the same time, so bow/crossbow-armed models receive no increase in their Defence value from shielding but they do still benefit from the following rules for having a shield:

If a warrior is armed with a two-handed weapon or pike then it cannot also carry a shield. It simply doesn't have enough hands!

A warrior who is armed with a shield is allowed to fight in a defensive manner by expending its entire effort fending off its foe's attacks. This is called 'defending by shielding' or just 'shielding'. If a player wants a warrior to defend by shielding he must say that it is doing so at the start of a fight.

If a warrior is shielding then two dice are rolled for each single Attack characteristic he has when determining who wins the fight. So, a warrior that has an Attack value of 1 rolls two dice, an Attack value of 2 rolls four dice, an Attack value of 3 rolls six dice, and so on. If the warrior wins the fight then he may not strike any blows against his enemy. His enemies are beaten back the usual distance but he cannot strike against them as they move back.

As you can see, the advantage of shielding is that it makes it more likely for the model to win the fight. The disadvantage is that should he win he strikes no blows. As such, shielding is only a practical response where it is more important for a warrior to survive the turn than it is for him to slay his enemy.

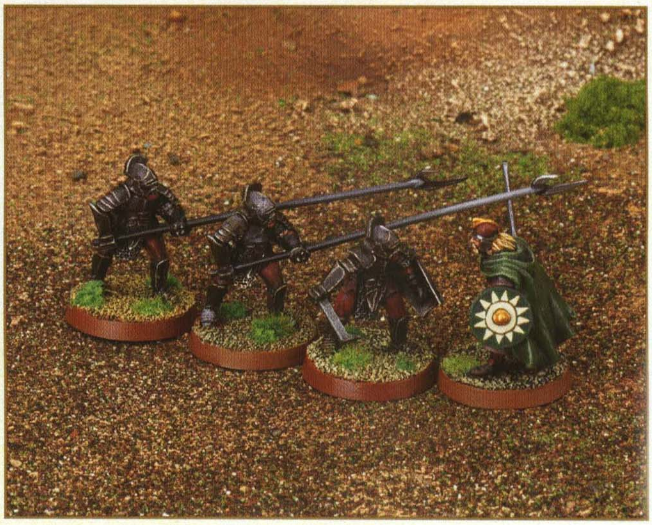
If a warrior is fighting a multiple combat, shielding is only effective if all the warriors on one side do so. In a combat with three models on the same side, for example, all three must decide to use the special shielding rule or none. In general, players will only want to shield when they are heavily outnumbered or facing vastly superior opponents – but it is left to the player to decide when shielding might be an effective option.

A model who is equipped with a spear or pike may not join a fight with a warrior who is shielding – the shield and the warrior's efforts to defend himself get in the way of the spear or pike shaft.

A warrior who is lying on the ground can defend himself by shielding if he has a shield. This is the best response to an enemy attack as a warrior who is on the ground cannot strike if he wins the fight in any case.

PIKES

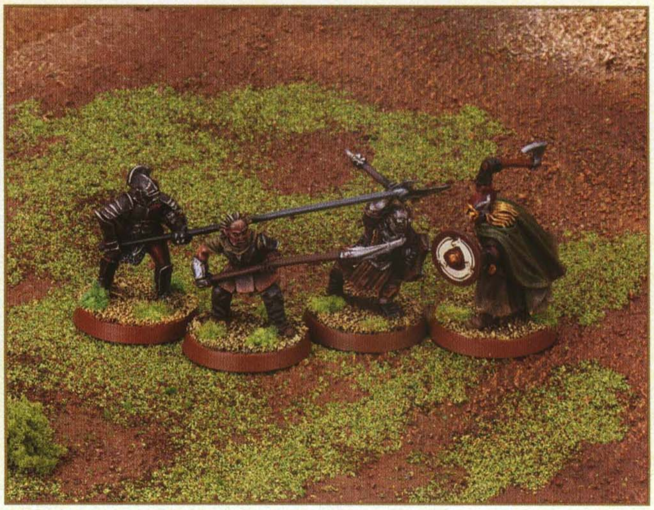
A pike is a very long spear. Only a warrior on foot can carry a pike – the weapon is so long that it is impossible to use whilst mounted. Models armed with pikes cannot carry bows, crossbows or shields as they need both hands to carry their weapons.



In this situation both pike-armed warriors can fight against the Warrior of Rohan.

The rules for pikes are the same as the rules for spears except that:

A pike-armed warrior can fight through a spear- or pike-armed friend who is fighting through a single combatant as shown below. Note that all three warriors are fighting and all three will therefore be obliged to move back 1"/2cm if defeated in a fight.



A swordsman, a spearman and a pikeman in a row.

Otherwise – all the rules for spears apply and rather than repeat them we suggest you re-read the section on spears (see page 46).

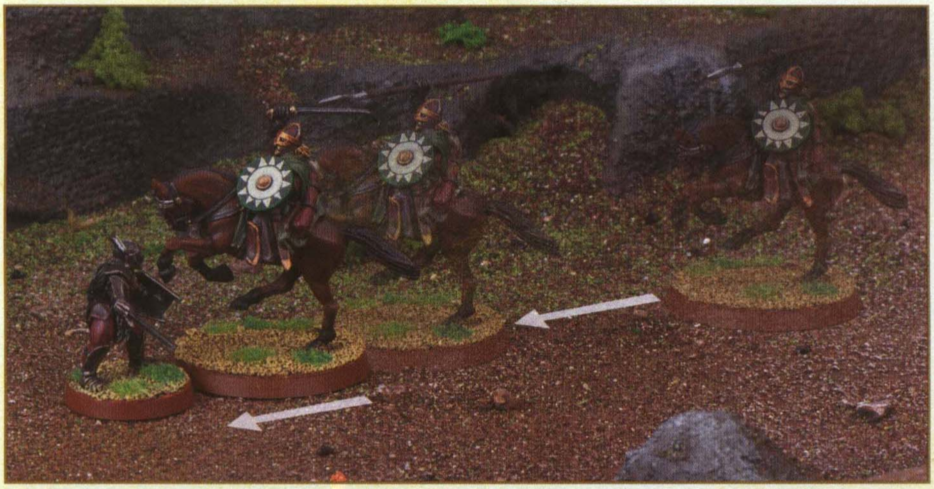
THROWING WEAPONS

Throwing spears, javelins, and throwing axes are weapons designed specifically to be thrown rather than used in a fight like ordinary spears or axes. Though throwing weapons might appear superficially similar to weapons designed for fighting in close combat, they are generally smaller and heavier, and are balanced for flight rather than for use in combat. A model that has a throwing weapon can use it in a fight – in which case no special rules apply and it counts just like an ordinary sword or axe. A model armed with a throwing spear cannot fight through another model as can a regular spear-armed warrior.

If a warrior has a throwing weapon then it can throw it once. Once the weapon has been thrown, the model is replaced with another that does not have a throwing spear/axe. Alternatively, you can mark the model in some way to show that it has thrown his weapon (a small piece of paper placed under the base usually does the trick).

A model can throw its weapon in the Shoot phase in the same way as a model armed with a bow or crossbow. Alternatively, a model that is charging is allowed to throw its weapon at the foe it is about to fight. This is an exception to the normal rules as it allows a warrior to 'shoot' as it moves.

A warrior can throw its throwing weapon as it charges. The player moves the model as if it were going to charge the enemy but instead of moving into touch it halts 1"/2cm away. It then throws its weapon at the enemy it is about to fight. The throw is then worked out exactly as if it had taken place in the Shoot phase, even though it is still the Move phase. Once the weapon has been thrown the charger is moved into touch with the same enemy model or, if the enemy has been slain, the charger completes its move as the player wishes. You will notice that this potentially enables a warrior to slay an enemy as it charges and then charge a different enemy and fight.



The Rider charges the Uruk-Hai, stops to throw his spear and then, having failed to kill the enemy, completes his charge. Note how the model has been replaced with one without a spear.

The fighting Uruk-Hai.

PICKING UP WEAPONS

In general, we have not made provision for warriors picking up weapons from other warriors, from weapon stores or discarded weapons that might lie around the battlefield. Keeping track of which warriors have acquired which weapons would be impractical and would make little difference to the battle. However, for players who wish to add a further level of detail Heroes are allowed to take weapons in some situations.

If a Hero wins a fight and slays all of his opponents he can take one weapon or shield from any of them.

If a Hero does not have a shield and picks one up, he adds +1 to its Defence unless he also has a bow or crossbow. Models who carry pikes or two-handed swords/axe cannot pick up a shield. See the Shield rules.

If a Hero does not have a bow or crossbow and picks one up, he can shoot and is assumed to also pick up enough arrows to last for the rest of the battle. If unspecified his Shoot value will be the base Shoot value for its race.

If a Hero is already using a shield, then his Defence value is reduced by -1 if he subsequently picks up either a bow or crossbow. See the Shield rules.

Note that Heroes cannot pick up or use magical weapons or items from their enemy – Good and Evil magic is contradictory in nature and cannot be employed by the foe.

SIEGE

The Two Towers movie features the spectacular siege of Helm's Deep – and naturally we want our game rules to allow us to re-create this awesome battle on the tabletop. We will have to consider how troops move on battlements and inside towers, and how they fight in and around the fortress. In addition, we must also make allowance for the strange weaponry of sieges, war engines, battering rams, and demolition charges as portrayed in the movie.

These rules will not only allow us to portray the Battle of Helm's Deep – they will also prove useful for fighting all kinds of games around buildings and defence works.

A FORTRESS ON THE TABLETOP

Some kind of model fortification will be required – if not necessarily an entire castle. Later on in this book we'll be looking at how we modelled portions of Helm's Deep based on the movie and we'll be suggesting ways of representing walls, battlements and towers on the tabletop. Although it is inspiring to fight battles on a fabulously modelled scene, it is a fairly easy matter to improvise practical fortifications from card box packaging or polystyrene/styrofoam packing. Never be afraid of relying on your imagination to fill in the details.

As a general principle, it is best to make buildings in such a way that warriors can be placed and moved inside towers, halls, and other interior spaces. In the case of a tower you will find it convenient to make a removable rear wall section so that warriors can be placed on the floors inside. Remember that during a siege the attackers will spend most of the time on the other side of your defenses, so rear walls can be temporarily left off towers to enable warriors to move as required. These rear-facing sections can always be replaced should the action progress beyond the battlements and into the fortress itself.

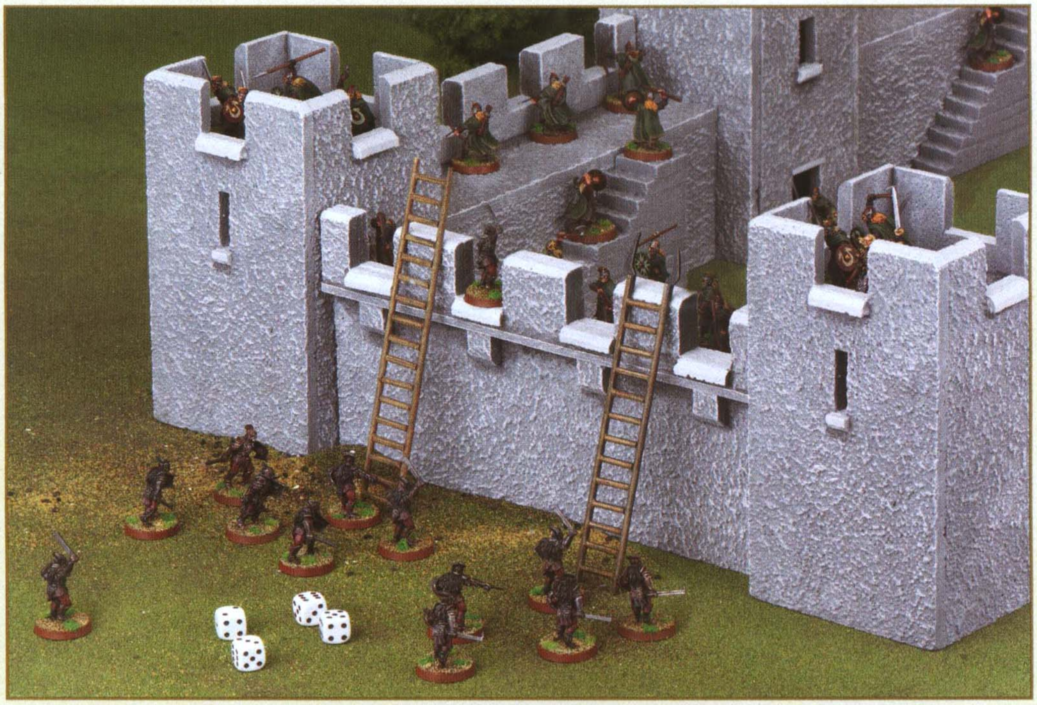
Hint: *For purposes of illustrating and modelling – it helps if you make the crenellations 25mm apart and the spaces between flat as this allows you to put a model in place when attacking. It may look a bit spacey but it saves a lot of hassle.*

All the rules in this section assume that warrior models can be placed and moved inside model buildings. If you are unable to move the models inside the buildings then your job becomes a little harder. In this case, you will have to place the warriors aside and note down where they are from turn to turn. This is satisfactory up to a point, but it's much better if you can place the models exactly within the buildings so there is no doubt where they are in relation to doors, windows and each other.

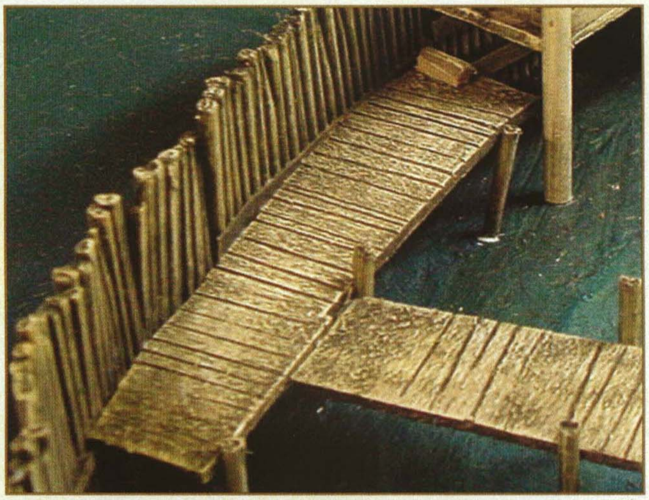
Lastly, it is worth mentioning that it is a good idea to make the individual parts of a model fortress separately – towers, lengths of wall, gate houses, and so on. This means the same pieces can be put together in different ways to make different fort designs. It also enables enterprising modellers to make separate 'ruined' sections to replace walls that have been breached by enemy action. Perhaps most importantly of all – it is very difficult to store a huge model castle but far easier to find a home for lots of smaller sections!

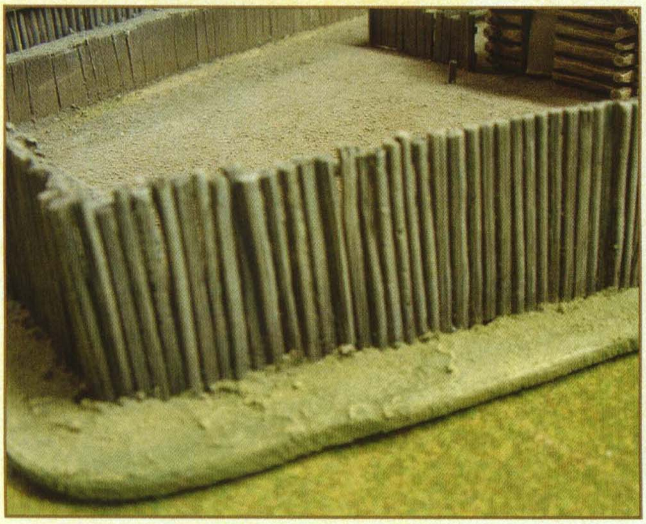
Elven archers await the foe.

Left: A castle built by our own Dave Andrews. You can find instructions for how to construct this great piece of scenery on pages 136-137 of the rules manual.



Below: More examples of home made pieces of terrain.





MOVING WITHIN THE FORTRESS

Gates, stairs, doors, hatchways, and ladders connect the various parts of a fortress and allow access to towers, battlements, and the outside world.

STAIRS

Stone or wooden stairways connect the defenses together and allow the defenders to move onto ramparts and between different levels.

A model that is on foot can move on stairs without penalty – no Climb roll is needed and no movement penalty is applied.

Horses, wargs, and mounted models cannot move on stairs. However, if steps are especially shallow and at least as wide as the model's base, then movement can be allowed – this must be specified before the game.

ACCESS LADDERS

Within a tower it's quite common for levels to be connected via wooden or rope ladders. Similar ladders might also be used to access battlements from the courtyard.

A model on foot can move up or down a ladder without penalty – no Climb roll is needed and no move penalty is applied. A mounted model cannot use a ladder – and the same goes for any creature obviously incapable of using a ladder.

Removing Ladders

Access ladders can be pulled up or pulled down to the floor by a warrior on foot who ends his move touching the ladder. The model must be positioned beside or above the ladder (not actually climbing it!) and must not be touching an enemy whether on the ladder or otherwise.

If no model is on the ladder it is automatically pulled up or down – access ladders are relatively lightweight so this presents no major problem. The warrior gives up any remaining movement. Note that it is assumed to have moved its entire move distance and so will be unable to shoot a bow, for example.

If there is one or more models attempting to climb a ladder then it is much harder to pull it up or down. Roll a D6 and deduct -1 from the roll if there is one model on the ladder, deduct -2 if there are two or more models on the ladder. Add +1 if two or more models have moved so that they are working together to pull the ladder up/down. If the score is 4 or more, the ladder is pulled up/down and all models on the ladder fall to the ground. Falling models take one Strength 3 hit for each full 1" or full 2cm of fall.

Replacing Ladders

Access ladders can be erected by a simple reversal of the rule described above. A warrior who is free to do so can erect the ladder and expends any remaining movement for that Move phase. Ladders cannot be erected with models already climbing up them.

The beleaguered defenders of Helm's Deep prepare for yet another assault.

DOORS AND HATCHWAYS

A door or hatch presents no obstacle to movement unless it is too small to allow a model to pass through, or if it is either bolted shut or held by an enemy.

Size

A warrior on foot can pass through a door so long as the doorway is no lower than half the model's height. A mounted model can pass through a door if it is at least as high as the mount – the rider can stoop but the mount cannot! If a door is obviously and intentionally supposed to be too small for cavalry to pass through because it is too narrow this must be made apparent before the game.

A warrior on a 25mm base can pass through any normal sized hatchway. A model on a larger base cannot pass through a hatchway unless the hatch is at least as wide as the base. So, for example, a Cave Troll (40mm base) can only pass through a hatchway that is at least 40mm wide – a very big hatchway indeed!

Holding and Bolting Doors & Hatches

Doors can only be held shut or bolted from the inside. Hatches leading to upper floors can only be held shut from above or bolted from below.

If a door or hatch is held or bolted then it must be broken down as described later. Once a door or hatch has been broken down it is destroyed and becomes an open doorway or hatchway,

Charge!

Warriors on foot touching a door from the inside, or a hatch from above, are considered to be holding it by placing their weight against the door or hatch. Such models cannot shoot, fight or carry ladders or rams. Models can hold a door against any enemies attempting to open the door up to a maximum strength equal to their combined Strength. So, two men with combined Strength 6 can hold a door against one Uruk-Hai with Strength 4, but not against two Uruk-Hai with combined Strength of 8.

A model that is already holding a door at the start of his move can bolt it shut. A model positioned at the top of a ladder at the start of his turn, and who is beneath a hatch, can close the hatch and bolt it shut. In both cases the model can then make its move as normal. It is a good idea to place a suitable marker by the door or hatch to show that it is bolted shut.

Any model on the inside of a bolted door or beneath a bolted hatchway can unbolt it and move through without restriction – the door or hatch is then no longer bolted.

GATES

A gate is much larger and heavier than a door and will usually consist of two halves. As you would expect, an open gate presents no hindrance to movement but models cannot move through a closed gate regardless of what side they are on. The only way to move through a closed gate is to break it down as described later.

A gate can only be opened from the inside. A model on foot already touching a portion of a gate at the start of its move can open it as it moves. The model remains touching the gate as it opens and it cannot move further that turn.

A gate can only be closed from the inside. A model on foot already touching part of the gate at the start of the Move phase can close it as it moves. The model remains touching the gate as it closes and cannot move further that turn.

A model opening or closing a gate cannot shoot that turn. A model is not free to open or close a gate if it is fighting an enemy model or if it is carrying a ladder, ram or comparable burden.

Models cannot open or close gates whilst mounted.

FIGHTING IN THE FORTRESS

Fighting within a fortress is no different to fighting in other circumstances in most situations and therefore very few extra rules are required. However, some fights will take place in confined spaces, often through doorways or hatchways, or along precipitous stairs or battlements. This section deals with these cases. Assaults by troops using siege ladders and rams are described in the section on Attacking a Fortress (see page 60).

DEFENDING

Battlements can be defended from attack from below in the same way as other barriers. This is described in the main rules section under Defending (see page 61). The obvious difference is that attackers must use ladders to reach their enemy: this is covered in the rules given under Ladders in this section.

In addition, fortresses are full of doorways and hatches and very narrow corridors or stairwells. These narrow gaps can also be defended in much the same way as barriers or battlements. This enables a brave warrior to gallantly fight off several times its own number of enemy, either winning time for its comrades, or denying access to its foes.

As doorways, corridors and stairwells can be different widths we will have to define what 'narrow' means. A narrow gap is one that is only just large enough for a single warrior on foot – 25mm of course – but because this makes it awkward to move and position the models we'll allow up to 30mm as a 'narrow' gap. If a doorway or corridor is wider than this a warrior can still position itself in order to block access, but does not benefit from counting as defending.

This doorway is narrow enough for the Man to defend it.

In some situations you might find it impossible to place the combatants in narrow gaps so that they touch base-to-base. This tends to happen where walls are thick and doors are narrower than the model's base. In these cases the charger is simply placed as far forward as possible and the models are assumed to be touching in the same way as models fighting over a barrier.

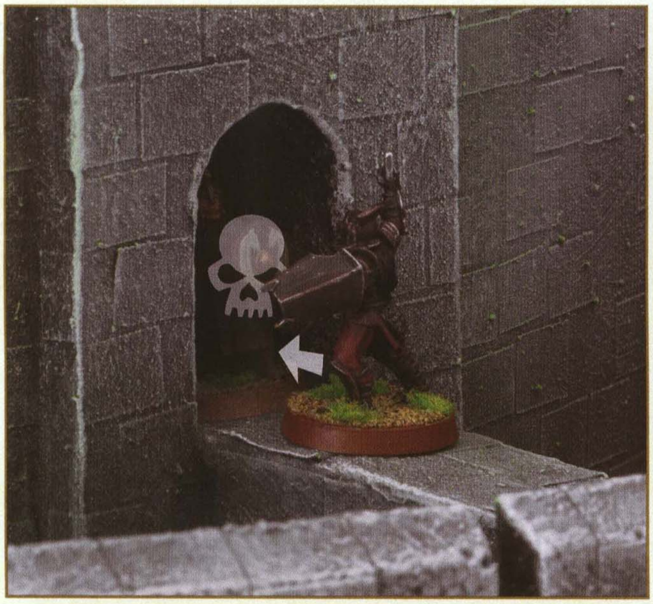
The two models are considered to be touching and will fight across the gap, with the defender counting as fighting behind a barrier.

Working Out Defending Fights

All defending fights are worked out in exactly the same way as fights over a barrier. In the case of fights through gaps the charger does not actually have to force his way through or over a barrier, but we assume the close presence of stone walls and door embrasures all work to restrict and therefore disadvantage the attacker. This means the charger must still roll to see if his blows strike 'the barrier' but in this case the barrier comprises the surrounding masonry and woodwork.

Work out the fight as described in the Defending section of the rules for combat (see page 30).

If the defender is killed its slayer is immediately moved into the space previously occupied by its opponent in the same way as for defending a barrier. The victor can automatically move through any door or hatchway as it does so.



The Man defending the door is slain and the attacker moves into his space.

Fighting From Both Sides

If a warrior is defending a narrow gap and is attacked from two sides at once then the rules already described for fighting across barriers apply (see page 30). If a warrior is defending a doorway or hatchway then work out the fight on the defender's side first. If a warrior is defending a narrow corridor, stairway, walkway or similar gap then the defender can decide to defend either to its front or behind itself – in which case the first fight is worked out as a normal combat in the other direction.

The Man defending this narrow walkway counts as defending and can therefore decide which of his opponents to fight first.

The Uruk-Hai charge to the attack!

FIGHTING BESIDE PRECIPITOUS DROPS

A fortress has open battlements and stairs that make it quite likely that fights will take place beside precipitous drops. We already have rules to take this into account, but it is worth repeating them here just to remind ourselves of the additional danger of fighting in a fortress.

A warrior who loses a fight must back away 1"/2cm from its enemy and if unable to do so is trapped – trapped warriors take double the usual number of strikes as described in the Fight section. A warrior unable to move back because of a sheer drop can choose to either remain where it is or jump. If it remains where it is the model is trapped and suffers double strikes. If it jumps it suffers one Strength 3 hit for each 1"/2cm it falls – as described in the Fight section.

STUMBLES ON STAIRS

If warriors are fighting on a stair then defeated warriors can move back up the stair without penalty so long as there is room for them to do so. However, warriors moving back down a stair are clearly at a disadvantage – we represent this with the 'Stumble rule'.

If a warrior is forced back down a stair make a random dice roll to see if it stumbles. On the roll of a 1, 2 or 3 the warrior stumbles; on the roll of a 4, 5 or 6 the warrior steps nimbly down without stumbling. If the warrior stumbles then it takes double strikes exactly like a trapped warrior. This makes it much riskier to find yourself fighting an enemy up a stairway than down – as you might expect.

BATTERING THE FORTRESS

This section includes all the rules for breaking down and smashing apart the various parts of the fortress itself, including gates and doors as well as the more obvious walls and towers. It includes rules for using rams and demolition charges, as well as the age-old method of simply hacking apart whatever stands in your way with whatever comes to hand.

DOORS, GATES AND WALLS

Ordinary houses have only flimsy doors that are easily knocked down by determined warriors. Fortresses, however, are built to withstand sieges – they have doors and gateways made of solid iron-hard oak reinforced with bronze and steel. Because our warriors will be attempting to knock down doors and gates, as well as the walls themselves, we need to allocate suitable Defence values and Batter points to these structures. Structures do not literally have 'wounds' – instead they have Batter points as explained opposite.

The Riders of Rohan counter-attack.

Internal Domestic Door – Defence Value 5/Batter Points 1
An internal domestic door – the sort of light wooden door you would find in ordinary houses. All wooden hatchways are also Defence value 5/1 Batter point.

External Domestic Door – Defence Value 6/ Batter Points 2
An external domestic door or internal door in a grand public building or palace. This is a heavier kind of door but still not difficult to break down.

Heavy Door – Defence Value 7/ Batter Points 2
A grand external door or an internal door within a fortress connecting one internal space to another.

Armoured Door – Defence Value 8/ Batter Points 2
An external armoured door – in a fortress this type of door connects any external to internal space on the defender's side of the fortification. It is typical of a door connecting a tower to a walkway, for example. If the enemy breaks into the fortress these doors become the first line of defence.

Heavy Armoured Door – Defence Value 9/ Batter Points 2
An external armoured door through the fortification – this is any door that connects to the outside world beyond the fortress. These doors have to be very heavily built and even so are weak points that have to be guarded day and night.

Fortress Gate – Defence Value 10/ Batter Points 3
The main gate to a fortress is as heavily built as possible to withstand the hard pounding of the enemy.

Wall – Defence Value 100/ Batter Points 4
Walls have a nominal Defence value of 100. A wall can only be harmed by strikes of Strength 10 as explained later.

Tower – Defence Value 100/ Batter Points 10
Towers also have a nominal Defence value of 100 and can only be harmed by strikes of Strength 10 in the same way as walls. Their Batter points are even greater because these are strongpoints in the fortress's defence.

KNOCKING DOWN A DOOR, HATCH, OR GATE

A warrior can attack a door, hatch, or gate just like it would attack another warrior – by moving into touch with it. As a door or gate cannot fight back the attacker will automatically win, unless it is also engaged by other enemies in a multiple fight, in which case the fight is worked out as normal. If the warrior wins the fight he can direct any of his attacks against the door or gate. Roll on the Wound chart as normal to see if each strike would normally inflict a wound. If the roll is not sufficient to cause a wound then the strike has no effect. If the strike would usually inflict a wound then roll a dice and consult the Battering chart. Roll once on the chart for each blow that would normally inflict a wound.

BATTERING CHART – DOORS & GATES

Dice	Result
1	**No effect** – Your blow rebounds uselessly from the hard surface.
2-5	**Damaged** – You have damaged the door or gate and score 1 Batter point on it.
6	**Broken in** – The door or gate is badly damaged and suffers 2 Batter points.

KNOCKING DOWN FORTRESS WALLS & TOWERS

It is obviously very hard to damage a wall – particularly a stone fortress wall – so we give both fortress walls and towers a nominal Defence value of 100, and 4 and 10 Batter points respectively. Only attacks from an enemy with Strength 10 can harm a fortress wall or tower. This will limit the number of things that can harm a wall – as is only right and proper.

Even with attacks with a Strength of 10, a dice roll of 6 is required to convert a strike into a nominal wound and a roll on the Battering chart. Roll on the Battering chart to determine exactly how many Batter points have been caused. Fortress walls and towers have their own variant of the Battering chart already given for doors and gateways.

BATTERING CHART – FORTRESS WALL/TOWER

Dice	Result
1	**No effect** – Your blows rebound uselessly from the hard surface.
2-5	**Damaged** – You have damaged the wall causing 1 Batter point.
6	**Broken in** – You have caused extensive damage inflicting 4 Batter points.

When a wall has suffered 4 Batter points in total, or a tower 10 Batter points, it is breached. Once breached a hole is created in the base of the wall. This hole is wide enough and tall enough to allow a single warrior on a 25mm diameter sized base to pass through at a time; between 25mm and 30mm wide and high.

Once the wall or tower has been breached it might subsequently collapse. To represent this roll a dice at the start of each turn as soon as priority has been established – on a roll of a 6 the wall collapses. If possible replace the wall model with a collapsed version: otherwise a piece of black card makes quite a good representation of the gap. The gap will be 6"/14cm wide at the top, positioned centrally over the broken part of the wall, but won't extend to cover any tower or beyond any buttressed sections of wall.

A collapsed wall section.

If there are any warriors on the ramparts of a wall when it collapses they are pitched to the ground and take the usual damage for falling. This is one Strength 3 hit per 1"/2cm of fall as described in the Move section.

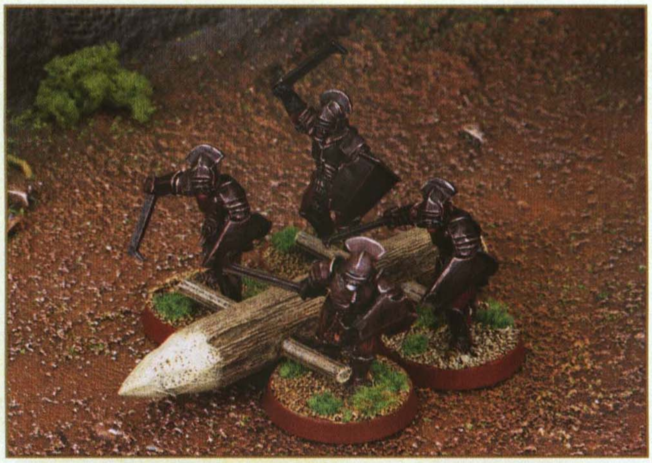
When a wall collapses all the area around becomes covered in rubble. Place some rocks or suitable material to represent rubble within 3"/7cm of the original hole forming obstacles approximately 1"/2cm high. Models that are in the area must be moved out of it by the shortest possible route, and if unable to comply will suffer damage as per models that are on the wall when it collapses.

BATTERING RAMS

This is little more than a massive timber – sometimes weighted with stone, iron or bronze. It can be used to batter either doors/gates or walls. It is exclusively used for battering and cannot be used to attack enemy warriors!

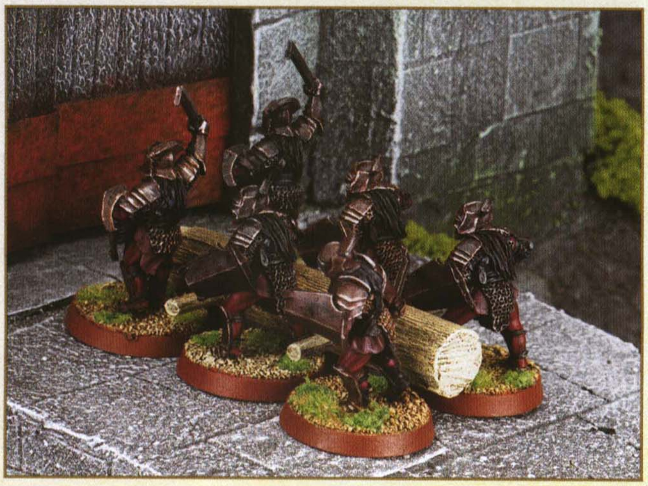
A battering ram can be any length between 50mm and 80mm – the larger it is the more models required to use it.

The minimum number of models needed to carry and use the ram equals the number of warriors whose bases wholly cover at least half the ram's length along both sides as shown below.



As this ram is 75mm long, four models are needed to carry and use it.

The maximum number of models that can use a ram equals the number of warriors on foot whose bases can wholly fit along both sides as shown below.



Up to six models can use this 75mm long ram.

Warriors carrying a ram cannot shoot that turn and cannot use magical powers. They are not free to carry other burdens – such as ladders.

A warrior who is carrying a ram at the start of his move cannot charge that turn.

A warrior can drop a ram at any point in his move – but is still disallowed from charging that turn.

A warrior carrying a ram will automatically drop it to fight if he is charged.

If the number of warriors carrying a ram is reduced below the minimum number the ram is dropped immediately.

A battering ram can be picked up if there is a sufficient number of models in contact with the ram. Once picked up the ram cannot move further that turn.

Only warriors on foot can carry and operate a ram. Cavalry cannot do so!

A ram that has reached a door, gate or wall can be used to attack it in the Fight phase, assuming the minimum number of warriors are still alive to operate it. Remember – warriors fighting other warriors cannot operate a ram.

The ram automatically hits once, causing a single strike with a Strength equal to that of the least strong crew member +1 per additional crew member – up to a maximum value of 10. So, a ram with four Uruk-Hai crew has a Strength of 4 +3 = 7, a ram with six Uruk-Hai crew (the maximum that will fit) has a Strength of 4+5 = 9. The maximum possible Strength is 10 regardless of how many crew are manning the ram. Players will realise that it is impossible to reach a Strength of 10 with any combination of the existing models using normal sized rams, but we have allowed for the possibility, just in case…

Roll on the Wound chart as normal – where a wound would usually be scored instead roll on the appropriate Battering chart to determine how many Batter points are inflicted.

Example: Six Uruk-Hai reach the fortress gate and begin to pound it with their ram – in the Fight phase the ram makes its strike. With a Strength value of 9 versus a Defence value of 10, a roll of 5 is needed to inflict a ‘wound’. A dice is rolled and scores a 5 – sufficient to proceed to the Battering chart. A further roll is made scoring a 4 – the gate is damaged and suffers 1 Batter point. The gate’s Batter points are reduced from 3 to 2. Three such blows will be required to smash the gate apart.

You do not know pain, you do not know fear. You will taste man-flesh!

Heavily outnumbered, the Riders of Rohan make a last heroic charge.

DEMOLITION CHARGES

These consist of a large chest full of highly unstable blasting powder. It is very destructive but probably as dangerous to its users as to the foe! Only warriors as heedless of their lives as the Uruk-Hai would contemplate using such an infernal device.

A demolition charge can be carried by one or two Uruk-Hai models on foot. If carried by two models it moves at full pace. If carried by one model it moves at half speed. No other models are allowed to carry or detonate a demolition charge.

Uruk-Hai carrying a demolition charge cannot shoot that turn. They are not free to carry other burdens – such as ladders.

An Uruk-Hai who is carrying a demolition charge at the start of his move cannot charge that turn.

An Uruk-Hai can drop a demolition charge at any point in his move – but is still disallowed from charging that turn.

An Uruk-Hai carrying a demolition charge will automatically drop it to fight if he is charged or slain. If all carriers are slain the demolition charge is dropped immediately.

A demolition charge can be picked up by models in contact with the charge. Once picked up, the demolition charge cannot be moved further that turn.

To use the demolition charge it must be carried to the base of a wall, gateway or door and dropped. To set it off an Uruk-Hai model must be touching it in the Fight phase and must be otherwise unoccupied – a model that is fighting an enemy or operating a battering ram, carrying a ladder or other burden cannot set off the demolition charge.

Unfortunately, anyone that is touching the charge when it goes off is almost certain to be killed – so the Uruk-Hai attempting to set off the charge must test his Courage before doing so. If he passes this test he can set off the charge. If he fails he cannot.

A demolition charge automatically strikes every target it is touching – including walls, gates, doors, and, of course, any warriors in contact with it. Each target struck takes wounds automatically regardless of its Defence value. Roll a dice – the target takes the number of wounds shown on the dice. Even walls and towers suffer D6 wounds from demolition charges, roll once on the Battering chart for each wound inflicted. The demolition charge is removed once it has exploded.

Example: A demolition charge is placed against a wall and set-off by an Uruk-Hai who takes D6 wounds, killing him instantly – he only has 1 wound after all! The wall also takes D6 wounds – a dice is rolled for this, scoring 4. Four rolls are made on the Battering chart scoring 2, 3, 4 and 5 – 4 wounds. As the wall has only 4 Batter points it is breached – creating a hole large enough for one model.

ATTACKING THE FORTRESS

The following rules cover everything you need to know about fighting from ladders against troops defending battlements. The most important thing to remember is just how difficult it is to fight whilst standing at the top of a ladder – especially when someone is hitting you back – and especially when that someone is Aragorn! So, as the attacker be prepared to die in droves. The scenarios described later all pitch a small number of defenders against a huge horde of attackers – such is the value of stone defenses that a tiny number of defenders can hold a fortress against far larger armies.

The Uruk-Hai finally occupy the ramparts of the Deeping Wall.

SIEGE LADDERS

A siege ladder is a very tall and sturdy ladder – and there is no surer way of reaching the top of the enemy's walls! Siege ladders are so much longer and heavier than regular access ladders that different rules apply.

At least two warriors on foot are needed to carry a siege ladder and up to six can do so. Two or three warriors carrying a siege ladder move at half their normal pace. Four to six warriors carrying a ladder move at their normal pace.

Warriors carrying a siege ladder cannot shoot that turn and cannot use magical powers. They are not free to carry other burdens – such as rams.

A warrior who is carrying a siege ladder at the start of his move cannot charge that turn unless he does so using the Uruk-Hai Assault Machine as described later.

A warrior can drop a siege ladder at any point in his move – but is still disallowed from charging that turn.

A warrior carrying a siege ladder will automatically drop it to fight if he is charged.

If the number of warriors carrying a siege ladder is reduced to one, the ladder is dropped immediately.

A siege ladder can be picked up if there are sufficient models in contact with the ladder. Once picked up the ladder cannot move further that turn.

Only warriors on foot can carry and climb a siege ladder. Cavalry cannot do so! Only models on 25mm bases can climb a siege ladder. This means that large monsters such as Cave Trolls cannot climb siege ladders – they are just too big and clumsy.

If a siege ladder is moved into base contact with a wall it is raised immediately. Place the model ladder upright against the wall. No warriors can climb the ladder that turn.

If a siege ladder is in place at the start of the turn attackers can climb it. A model on foot can move up or down a ladder without penalty – no Climb roll is needed and no movement penalty is applied.

A warrior who climbs to the top of a ladder automatically charges the nearest enemy whose zone of control overlaps the ladder. He stands at the top of the ladder and fights the warrior behind the battlement. If no enemy zone of control overlaps the ladder the warrior can position himself on the rampart – but he cannot charge any other enemy on the rampart as they would not have been visible at the start of his move. Only defenders whose zones of control extend onto the ladder are assumed to be visible as the attacker charges up the ladder.

The defender is visible and can therefore be charged by the attacker.

Designer's Note: *We haven't specified a height for siege ladders because players will make their own fortifications. Ladders must be tall enough that a model that is stood on the top can convincingly confront an enemy stood on the battlements. However, it is quite important that a model is able to climb all the way to the top in a single turn as otherwise the defenders will simply push the ladders down whilst attackers are climbing up. We found that if the wall height to the level of the rampart is about 140mm and the ladder 130mm-140mm everything works out about right.*

DEFENDING BATTLEMENTS

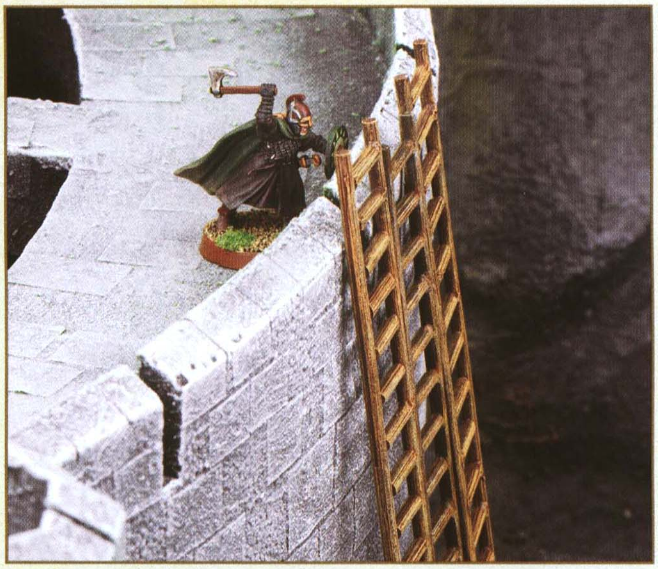
Models stood on the ramparts of a wall fight by defending the battlements against attackers using siege ladders from below. The rules for defending battlements are based on the rules for defending barriers (see page 19) and comparable to the rules for defending narrow spaces.

A warrior on the rampart of a wall can be placed immediately behind the battlements and can then defend the battlements immediately in front of him and 1"/2cm either side. This is exactly the same as for defending barriers and is shown on the diagram that follows.

A model defending a battlement.

No enemy can attempt to ascend from a ladder onto the rampart if he has to enter the control zone of a model that is defending the battlement. The attacker must fight the defender and kill him in order to climb over the battlement and occupy his enemy's place on the rampart.

Up to three ladders can be placed into a defender's control zone as shown on the diagram opposite. If you make your ladders about 20-25mm wide you'll find that this all happens pretty naturally.



All three ladders are in the control zone of the defender.

The rules for defending fights are used to work out the combat. This is exactly the same as for a combat over a wall, hedge, barricade or similar defence work. The only difference is that the chargers are all stood on top of ladders and so risk falling off if they fail to get onto the ramparts as noted overleaf. See page 19.

Gimli, son of Gloin.

Falling Off Ladders

The following rules apply to warriors attacking from siege ladders or from access ladders within a fortress. The rules for both are the same.

If a model is fighting from a ladder and is forced to back away 1"/2cm he can only move down the ladder. As he backs away he risks falling from the ladder. If physically unable to back away for whatever reason the warrior still risks falling. A model making way for a friend who is backing away from a fight does not have to roll – he is not retreating in the face of the enemy.

Make a random roll to see if the warrior falls as he is beaten back. On a 4, 5, or 6 the warrior keeps his footing and backs away as required. On a 1, 2 or 3 the warrior loses his footing and falls to the ground before he can back away. He falls the full distance to the ground and suffers falling damage in the usual way. See page 20.

If the warrior at the top of the ladder falls then roll a dice for every other model on the same ladder. Any model that rolls a 1, 2 or 3 is also knocked from the ladder by their own friend. Models fall from whereever they are on the ladder – so warriors that are nearer the ground suffer fewer hits. See page 20 for the rules on falling damage.

Pushing Down Siege Ladders

A warrior moving behind the battlement so that a siege ladder is directly in front of him can attempt to push the ladder to the ground in the Move phase. This uses up any remaining movement the model may have.

Roll a dice for the model pushing the ladder. Deduct -1 from the result if there is one enemy model already climbing the ladder. Deduct -2 if there is more than one already climbing the ladder (it's harder to push a ladder weighed down by several hundredweight of Uruk-Hai!). Add +1 if two or more models have moved so that they are working together to push down the ladder. If you score a 4, 5 or 6 after making any deductions, the ladder is toppled to the ground and every climbing model takes damage for falling as described in the Move section.

Uruk-Hai Siege Assault Machine

In order to raise their ladders more quickly and secure them tightly against the enemy's walls, the Uruk-Hai employ a unique engine of war. This machine casts a grappling hook onto the walls, which in turn carries a simple block-and-tackle which is then used by the machine's crew to haul the attacker's ladders into position. Thanks to the use of these ingenious machines a warrior can even ride the ladder as it ascends – so that he is carried straight into combat with a defender on the ramparts.

The machine can throw its grapple up to a maximum range of 36"/84cm. To employ the machine, the player begins by nominating where he wants to shoot the grappling hook. This can be any point on the battlements within range and which the machine's crew can see. Roll to hit as usual – if a hit is scored the grapple has struck home and lodged in place. If the machine misses there is no further effect.

When the grappling hook hits, any siege ladders within 6"/14cm of the wall base below the target point are automatically moved forward to the wall and raised immediately.

All ladder carriers drop their ladder as it is raised. Any one of the carriers can grab the top of a ladder and ride to the top as it ascends. The warrior is then treated exactly like a warrior who had already climbed to the top of the ladder that turn and charged the nearest defender whose zone of control overlaps the ladder. If there is no enemy to fight, the ladder-rider remains at the top of the ladder ready to move onto the rampart in the next turn if he is lucky enough to get priority.

USING MIGHT

We have introduced quite a few new dice tests and random rolls for the Siege rules so it's worth mentioning Might points and where Heroes can and can't use them.

Heroes can use Might points when attempting to push away a siege ladder as this roll is made on behalf of the warrior himself.

Rolls for stumbling on stairs, falling from ladders when beaten back, or falling because a friend has fallen on top of you are 50/50 random rolls, so Might points cannot be used.

In the case of rolls on the Batter charts, a Hero can only use Might points to affect a roll for 'wounds' he has personally inflicted. If a Hero is striking down a door, for example, then he can use Might to affect his roll to wound and/or his roll on the Batter chart. If a Hero is lending his weight to a battering ram he cannot use Might points. This is partly because the battering ram is a team weapon but also because it would become way too powerful if Heroes could boost its effect (making the most potent weapon in Middle-earth Aragorn armed with a log!).

Victory was near, but the power of the Ring could not be undone.

FORCES

Many people start off using whatever models they happen to have. That's a perfectly natural way to begin and there's nothing wrong with doing exactly that when you first play. Whilst you're learning the rules of the game it's not such a big deal who wins or whether the forces are exactly balanced.

Most players find that once their collection has grown and become more varied it is more satisfying to fight battles where each side is as near equal as possible. This part of the rules manual explains how to select balanced forces for a game.

The section is divided into two separate force lists. The Good forces include Elves, Men, Hobbits, and Dwarves. The Evil forces include Orcs, Uruk-Hai, and Goblins. Use the force list for the side you have elected to play.

POINT VALUES

The force list for each side gives characteristic profiles, weapons, special rules, and a points value for every type of model, including warriors and Heroes. The points value is a measure of the model's worth in the game.

It is usual for players to begin the game with an equal points value of warriors. As Good warriors are generally worth more than Evil warriors, this means the forces of Good will frequently find themselves outnumbered. Most Good warriors are of superior fighting quality compared to the majority of their opponents so don't despair when you see hordes of Orcs on the other side of the table.

SCENARIOS

The different game scenarios employ forces of broadly different sizes. Some are small encounters and others larger battles. Inexperienced players are advised to play the smaller encounters before attempting a larger game. As players acquire more models and their collection expands, it will be possible to progress to larger, more demanding scenarios.

Though we have provided a number of scenarios based directly on the encounters portrayed in The Two Towers movie, many players enjoy making up their own scenarios too – taking the events portrayed in The Lord of The Rings as their inspiration.

The Wildmen of Dunland.

MOVEMENT CHART

TYPE	MAXIMUM MOVE OVER OPEN TERRAIN	
	Inches	**Cms**
HUMAN (Man/Woman/Wizard)	6"	14cm
HIGH ELF	6"	14cm
WOOD ELF	6"	14cm
ENT	6"	14cm
HOBBIT	4"	10cm
DWARF	5"	12cm
GOLLUM	5"	12cm
ORC	5"	12cm
MORIA GOBLIN	5"	12cm
URUK-HAI	6"	14cm
CAVE TROLL	6"	14cm
BALROG	6"	14cm
RINGWRAITH	6"	14cm
SAURON	6"	14cm
HORSE RIDER	10"	24cm
WARG RIDER	10"	24cm

As you can see distances are given in both inches and centimetres as they are throughout this book. Either system can be used but stick to one or the other, don't mix them in the same game as the distances have been rounded for convenience.

HOW TO SELECT TROOPS

Begin by choosing which scenario to play. Each scenario can be played with any number of points worth of troops, but we have indicated what we feel is the ideal value for a points matched game.

Having decided how many points to choose, each side secretly selects the models to take part in the game. Use the troop list for your own side to select your force and make a note of the points cost as you do so. You can choose models with a total value up to the points you have agreed, but no more. In most cases you will find you cannot match the points exactly but this doesn't matter so long as you do not spend more points than you are allowed.

In most cases the scenario you are playing will limit the number or proportion of Heroes in your force or the number of bow-armed models. This is to ensure the scenario plays as it is intended even if you choose forces radically different to those in the actual event portrayed.

Oh – in case you were wondering – you can only have one of any named individual in your army. You can't have an army made up entirely of Aragorns, for example!

USING THE RECORD SHEETS

It is a good idea to work out your forces on a piece of scrap paper as you may wish to change your mind, or go back and revise details. Once you are satisfied with your final forces make sure that you have added up their values correctly, you are then ready to transfer details to a record sheet.

You don't need to use a record sheet if you do not wish to but most players find it convenient to have a handy note of all the characteristics and relevant details for each game.

At the back of this book you will find a record sheet you can photocopy to use in your games.

Simply write down the details for each model onto the sheet. If your force includes several models of the same type, there is no need to make a separate entry for each model, a single entry will suffice in most cases. Once you have copied all the characteristics and made any notes you think will prove useful, your record sheet should be ready for use in your battles.

Designer's note: *You will notice that the force lists include Heroes from the Elder Age, as well as characters from the time of the Fellowship. The story of the Ring is a long one, spanning many generations of men. We leave it to players to decide whether to restrict themselves to contemporary characters when they choose a force.*

However, whether you choose contemporary or diverse characters, you will notice that the lists do not allow more than one character to carry the Ring.

THE FREE PEOPLES

Use this list to choose a Good force to the points value you have agreed with your opponent.

Heroes

Frodo Baggins (Hobbit)

Points value: 65

	F	S	D	A	W	C
Frodo Baggins	3/–	2	3	1	2	6

Might: 3
Will: 3
Fate: 3

Frodo has undertaken the quest to carry the Ring to Mordor and cast it into the fires of Mount Doom, thus ending its power forever. Though Frodo is hardly as bold or fierce a warrior as many others in Middle-earth he alone has the strength of character needed to succeed. For the Ring has a strong and evil will of its own. The Ring wants to be found!

Wargear

Frodo carries a blade given to him by Aragorn (hand weapon). At an additional points cost Frodo can be given the following items of wargear. He can only carry Sting or wear his Mithril coat if Bilbo is not included in the force (rules for Bilbo can be found in The Fellowship of The Ring edition of The Lord of The Rings game).

Sting	*15 pts*
Mithril coat	*25 pts*
Elven cloak	*10 pts*

Sting
Sting is a magical blade that shines with a blue light when Orcs are near. When Frodo carries Sting he adds +1 to his Strength characteristic, giving him a Strength value of 3.

Mithril Coat
Mithril is a special metal that is as light as a feather, and as hard as dragon scale. The wearer's Defence value is increased by +3, in Frodo's case from Defence 3 to 6.

Elven Cloak
If the wearer is partially concealed from view he cannot be seen at all at distances of more than 6"/14cm – the wearer appears to melt into the background. This means that enemy archers can not shoot at ranges of greater than 6"/14cm unless they have a completely clear view of the target. If the model is riding a mount, the cloak has no effect.

Special Rules

Resistant to Magic. See page 43 for details.

The Ring. If Frodo is included in the force he carries the Ring. Frodo can put on the Ring at any time during his own Move phase and becomes instantly invisible to all except the Ringwraiths. The model is deemed impossible to see. As the wearer is invisible he automatically moves through other models and other models automatically move through him (they can't see him so pay no attention to him – we assume Frodo dodges out of the way).

Frodo hides from the ferocious Cave Troll.

Whilst Frodo is invisible he cannot charge nor be charged by enemies that cannot see him – the Frodo model is effectively ignored. It is best to avoid any potential for confusion by not placing other models in touch if possible. Frodo can even put the Ring on if he has already been charged, in which case he is immediately separated from all enemy models that cannot see him.

If the Ring is already being worn then the Good player must roll a dice immediately before he moves Frodo in the Move phase. If the player does not wish to move Frodo he must still roll a dice – but can do so at any time during the Move phase. The roll is made on behalf of Frodo himself so we shall allow the Good player to use Frodo's Might points to modify this dice roll if he wishes to do so. On a score of a 1 or 2 the Evil player moves Frodo instead of the Good player. On a roll of 3, 4, 5 or 6 the Good player moves Frodo as usual. Regardless of which side moves Frodo he is still part of the Good side and all other actions such as shooting and fighting remain under the control of the Good player. This means that when the Evil player moves Frodo all he can do is move the model, including charging Frodo into any models that can see him. He cannot perform heroic actions and he cannot pick up or put down other items for example. He cannot be forced to perform any actions that would cause direct harm to the model (such as jumping down a cliff…). This represents the struggle between Frodo and the will of Sauron.

If the controlling player wishes Frodo to take the Ring off, Frodo needs to pass a Courage test to be able to remove it. This test can be taken at any point during Frodo's move once it has been established which side has control of his movement. If the Courage test is failed, Frodo must continue to wear the Ring until he has another chance to remove it.

If Frodo is the only model left on the Good side and he's wearing the Ring, he counts as a casualty – his mind has been taken over by its power. As many scenarios depend on Frodo surviving this is very important! If the Evil side's objective is to kill Frodo this is achieved if Frodo is the only model remaining on the table from the Good side and he is wearing the Ring.

Designer's Note – Rules for the Ring. *We have slightly changed the way the Ring works compared to The Fellowship of The Ring edition of the game thanks to some useful suggestions from players – not only does the new version improve the game play but we find it is also clearer.*

Default Shoot Value

As none of the Hobbit Heroes have bows or other missile weapons, none have been given a Shoot value – the default Shoot value for all Heroes is that of their race. In the case of Hobbits this is 4+.

Sam Gamgee (Hobbit)

Points value: 30

	F	S	D	A	W	C
Sam Gamgee	3/-	2	3	1	2	5

Might: 1
Will: 1
Fate: 2

Sam is Frodo's stalwart companion and loyal friend – of all the Fellowship only Sam is unable to abandon Frodo to his lone journey to Mordor to destroy the Ring. Like his master, Sam comes to discover reserves of courage quite unexpected in a normally placid Hobbit. Faced with danger quite unknown in the Shire, Sam bravely confronts and defeats the dark forces that threaten his master.

Wargear

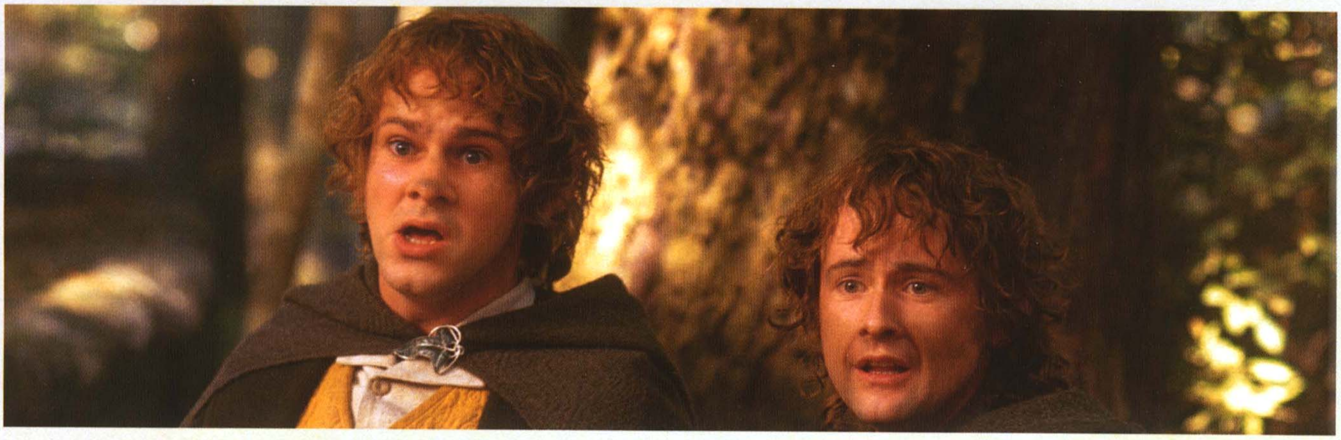
Sam carries a blade given to him by Aragorn – but he prefers to wield a hefty saucepan (both count as hand weapons). At an additional points cost Sam can be given the following item of wargear:

Elven Cloak	*10 pts*

Special Rule

Resistant to Magic. See page 43 for details.

Sam Gamgee, a stout-hearted companion for the Ringbearer.



Merry and Pippin witness the horrors of war.

Merry (Hobbit)

Points value: 10

	F	S	D	A	W	C
Merry	3/-	2	3	1	1	4

Might: 0
Will: 0
Fate: 1

Meriadoc Brandybuck, like his good friend Peregrin Took, is a young hot-headed and meddlesome Hobbit. It is by chance that Merry finds himself caught up in the greatest adventure of his life. Although he has lived a peaceful and happy life in the Shire, Merry shows a remarkable readiness to adapt to a life of excitement and discovery. Like all Hobbits he is less happy about the necessary culinary deprivations.

Wargear

Merry carries a blade given to him by Aragorn (hand weapon). At an additional points cost Merry can have the following wargear:

Elven cloak	*10 pts*

Special Rule

Resistant to Magic. See page 43 for details. Note that Merry cannot normally benefit from this rule because he has a Will value of 0 – however there are two reasons why we have included it. The first is that Merry and Pippin grow as characters during the story of the Ring following their encounter with Treebeard – this will be represented by increases in their heroic characteristics in The Return of The King edition of the game. The second reason is that both Merry and Pippin should benefit from this universal rule for Hobbits in scenarios or situations where extra Will has been allocated for whatever reason – for example if Gandalf the White uses his Will of Iron ability to give Merry a point of Will.

Pippin (Hobbit)

Points value: 10

	F	S	D	A	W	C
Pippin	3/-	2	3	1	1	4

Might: 0
Will: 0
Fate: 1

Peregrin Took, commonly called Pippin, is the great friend and companion of the equally young and wild Meriadoc Brandybuck. By a chance encounter they find themselves propelled from their rustic lives in the Shire into danger of the darkest and most terrible kind.

Together Merry and Pippin end up in a dark and dangerous adventure – one that is destined to change them from innocents to heroes.

Wargear

Pippin carries a blade given to him by Aragorn (hand weapon). At an additional points cost Pippin can have the following wargear:

Elven cloak	*10 pts*

Special Rule

Resistant to Magic. See page 43 for details – see the note on this for Merry.

Gimli (Dwarf)

Points value: 80

	F	S	D	A	W	C
Gimli	6/-	4	8	2	2	6

Might: 3
Will: 2
Fate: 2

Like all Dwarf-kind Gimli, son of Gloin, is grim and plain-speaking but also a doughty warrior. His courage and his axe are equally valuable additions to the Fellowship on their journey. Gimli is heavily armoured in the fashion of Dwarf warriors and is well accustomed to the rigours of combat.

Gimli proves a stalwart warrior during the fighting for Helm's Deep where he slays a multitude of Orcs with his fearsome axe.

Wargear

Gimli carries an assortment of fine Dwarf axes (hand weapon), one of which is balanced for throwing (counts as a throwing axe). He also carries an especially large axe that can be used with two hands (two-handed axe). Gimli can use either an ordinary axe or his two-handed axe – though not both in the same Fight phase (not enough hands!).

At an additional points cost Gimli can be given an Elven cloak – see Frodo for the rules for Elven cloaks.

Elven cloak	*10 pts*

Legolas (Wood Elf)

Points value: 85

	F	S	D	A	W	C
Legolas	6/3+	4	4	2	2	6

Might: 3
Will: 2
Fate: 2

Legolas is the son of the King of the Wood Elves and like all his people he is a deadly accurate and keen sighted archer. Of the Free Peoples he represents the Elves as part of the Fellowship.

Wargear

Legolas carries a long blade (counts as a hand weapon) and an Elven bow. At an additional points cost Legolas can be given an Elven cloak (see Frodo for rules), armour, and/or a horse.

Elven cloak	*10 pts*
Armour	*5 pts*
Horse	*10 pts*

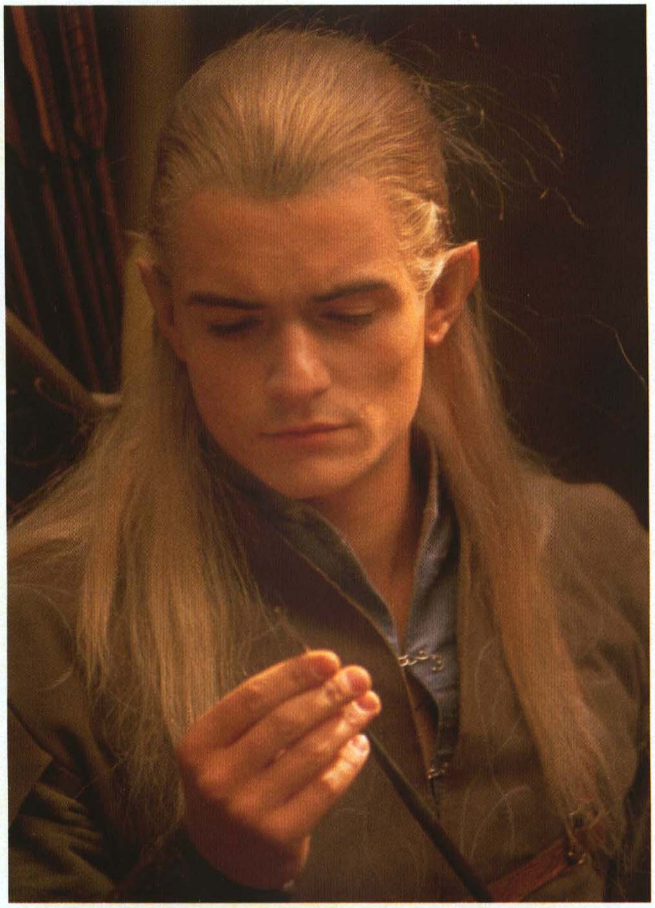
Armour. If Legolas wears armour his Defence value is increased by +1 to 5.

Horse. Rules for horses and riders are given in the main rules section.

	F	S	D	A	W	C
Horse	0	3	4	0	1	3

Special Rule

Deadly Shot. Legolas is an expert archer even by the standards of his race. To reflect his prodigious skills Legolas is allowed to shoot three times in the Shoot phase instead of once.



Legolas Greenleaf, son of Thranduil and Prince of the Elves of Mirkwood.

Aragorn – Strider (Human)

Points value: 175

Might: 3+1 free per turn
Will: 3
Fate: 3

	F	S	D	A	W	C
Aragorn	6/3+	4	5	3	3	6

Aragorn, also known as Strider, is a descendant of Elendil and the last heir to the throne of Gondor. His rough and weather-hewn appearance speaks of a hard life spent battling evil in wild places. Aragorn becomes the protector of the Hobbits and the greatest of the heroes of the Fellowship. His fate and that of the Ringbearer are inexorably bound together with the fate of Middle-earth itself.

Wargear

Aragorn carries a sword (hand weapon). At an additional points cost he can be given the following items of wargear:

Elven cloak	*10 pts*
Armour	*5 pts*
Bow	*5 pts*
Horse	*10 pts*

Armour. If Aragorn wears armour his Defence value is increased by +1 to 6.

Horse. Rules for horses and riders are given in the main rules section.

	F	S	D	A	W	C
Horse	0	3	4	0	1	3

Special Rule

Mighty Hero. Aragorn is a mighty hero – the heir of the Kings of Gondor. He may expend 1 point of Might per turn without reducing his Might store. Any additional points of Might expended during his turn will reduce his Might store as normal.

Strider the Ranger.

Boromir (Human)

Points value: 105

Might: 6
Will: 1
Fate: 0

	F	S	D	A	W	C
Boromir	6/-	4	6	3	3	6

Boromir is a mighty warrior and the son of Denethor, Steward of Gondor. His forefathers have ruled Gondor since the long past days of the Kings, protecting the lands of Middle-earth against the evil of Mordor. Boromir is the greatest warrior of the entire Fellowship yet his will is fatally weak and his doubts about their quest almost destroy its chances of success.

Wargear

Boromir carries a sword (hand weapon), a shield and the Horn of Gondor. At an additional points cost he can be given the following items of wargear:

Elven cloak	*10 pts*
Horse	*10 pts*

The Horn of Gondor. The blast of Boromir's fearsome horn is enough to drain the bravest foe of resolve. Boromir can blow the horn at the start of a fight if he is outnumbered by two to one or more. The enemy combatant with the highest Courage must take a Courage test. If this is passed the combat is fought as normal. If the test is failed Boromir automatically wins the fight and can strike blows against his enemies.

Horse. Rules for horses and riders are given in the main rules section.

	F	S	D	A	W	C
Horse	0	3	4	0	1	3

"I led Isildur into the heart of Mount Doom, where It was forged, the one place It could be destroyed."

Elrond (High Elf)

Points value: 120

Might: 3
Will: 3
Fate: 3

	F	S	D	A	W	C
Elrond	6/-	4	7	3	3	7

Elrond is old even amongst the immortal Elves, having fought against Sauron in an earlier age and seen the Ring taken by Isildur before it was lost. He is the master of Rivendell and the greatest amongst the wise of Middle-earth. His judgement that the Ring should be destroyed starts the Fellowship on their perilous quest.

Wargear

Elrond carries a two-handed sword.

Haldir (Wood Elf)

Points value: 55

Might: 3
Will: 1
Fate: 1

	F	S	D	A	W	C
Haldir	6/3+	4	4	2	2	5

Haldir is a great champion of the free peoples of Middle-earth – his faith in the alliance between Men and Elves is such that he willingly leads his warriors to stand side-by-side with the defenders of Helm's Deep.

Wargear

Haldir carries a long Elven blade (hand weapon). At an additional cost he can have any of the following items:

Elven bow	*5 pts*
Elf cloak	*10 pts*
Armour	*5 pts*

Armour. If Haldir wears armour his Defence value is increased by +1 to 5.

Special Rule

Expert Shot. If Haldir carries his bow he is allowed to shoot twice in the Shoot phase instead of once.

Elven Captain (Elf)

Points value: 50

	F	S	D	A	W	C
Elf Captain	6/3+	4	4	2	2	5

Might: 2
Will: 1
Fate: 1

We have included the option to have one or more Elven Captains as part of your force – note that you can include more than one if you wish. This represents the leaders amongst the Wood Elves or the High Elves of the Second Age who go unnamed in the story of The Lord of The Rings. If you choose Elven Captains invent suitable names for each.

Wargear

The Elven Captain represented by this profile has a sword and no defensive armament. He has been given a Fight value for shooting – if he does not carry a bow then copy this to your record sheet as 6/-. If he is given further armour make the necessary adjustment to his Defence.

At an additional cost he may have the following items:

Two-handed sword	*Free*
Armour	*5 pts*
Heavy armour (High Elf Captain only)	*10 pts*
Shield	*5 pts*
Elf bow	*5 pts*

Armour/Heavy Armour. A model may have either armour or heavy armour – not both. The model must have some visible armour other than a helmet and, in the case of heavy armour, this must extend below the model's waist. An Elf Captain with armour adds +1 to its Defence value, a High Elf Captain with heavy armour adds +2 to its Defence value.

Shield. An Elf Captain model that carries a shield adds +1 to its Defence value unless the model also carries a bow, in which case it adds nothing. Models that are primarily bow-armed don't increase their Defence value if they carry shields as they need their hands free to use or carry their bow. They can still use the 'shielding' rule in a fight though, so there is some benefit to carrying both a shield and bow.

Two-handed sword. An Elf Captain who is equipped with a two-handed sword cannot be given a bow or shield as well – he needs both hands to wield his weapon (see page 47).

The triumph of the Last Alliance.

Captain of Men (Human)

Points value: 30

	F	S	D	A	W	C
Captain of Men	4/4+	4	4	2	2	4

Might: 2
Will: 1
Fate: 1

We have included the option for you to have one or more Captains of Gondor or Captains of Rohan. The rules for both are the same so we have just the one entry for both. Note that you can have more than one Captain of Men if you wish. This represents the leaders amongst the Gondorian or Rohirrim soldiery who go unnamed in The Lord of The Rings. If you choose Captains of Men invent suitable names for each.

Wargear

The Captain of Men represented by the profile has a sword and no defensive armament. He has been given a Fight value for shooting – if he does not carry a bow then copy this to your record sheet as 4/-. If he is given armour make the necessary adjustment to the model's Defence value.

At an additional cost he may have the following items:

Armour	*5 pts*
Shield	*5 pts*
Bow	*5 pts*
Throwing spear (Captain of Rohan only)	*5 pts*
Horse	*10 pts*

Armour. A Captain of Men can have armour, adding +1 to his Defence value.

Shield. A Captain of Men model that carries a shield adds +1 to his Defence value unless the model also carries a bow, in which case he adds nothing. Models that are primarily bow-armed don't increase their Defence value if they carry shields as they need their hands free to use or carry their bow. They can still use the 'shielding' rule in a fight though, so there is some benefit to carrying both shield and bow.

Horse. The rules for horses and riders are given in the main rules section.

	F	S	D	A	W	C
Horse	0	3	4	0	1	3

Expert Rider. Captains of Rohan are expert riders. Add +1 when making any Jump test or Thrown Rider roll whilst mounted.

Theoden, King of Rohan (Human)

Points value: 60

Might: 2
Will: 0
Fate: 2

	F	S	D	A	W	C
Theoden	5/–	4	5	2	2	5

Though now old and apparently frail, Theoden is still a great warrior at heart. He is the King of Rohan and leader of the brave race of horsemen and doughty warriors that stands between the Tower of Orthanc and Gondor. Theoden and his people have fought alone against the growing might of Saruman – and Theoden himself is threatened by the enchantments of the evil wizard. The time approaches when Rohan must fight for survival against the gathering armies of Saruman's Uruk-Hai: in that battle Theoden must lead his people wisely or all shall perish beneath the might of the White Hand.

Wargear

Theoden carries a sword and has sturdy armour. At an additional cost he may have the following items:

Shield	*5 pts*
Horse	*10 pts*

	F	S	D	A	W	C
Horse	0	3	4	0	1	3

Expert Rider. Theoden is an expert rider. Add +1 when making any Jump test or Thrown Rider roll whilst mounted.

The King is once again ready to fight in the defence of his people.

Eomer, Captain of Rohan (Human)

Points value: 70

Might: 3
Will: 2
Fate: 2

	F	S	D	A	W	C
Eomer	5/4+	4	5	2	2	5

Eomer is the bravest and most gallant of all the Captains of Rohan – a realm under constant threat from the foul Orcs, Uruk-Hai and Wildmen under the leadership of the evil Saruman.

Wargear

Eomer carries a sword and has sturdy armour. At an additional cost he may have the following items:

Throwing spear	*5 pts*
Shield	*5 pts*
Horse	*10 pts*

	F	S	D	A	W	C
Horse	0	3	4	0	1	3

Expert Rider. Eomer is an expert rider. Add +1 for any Jump test or Thrown Rider roll whilst mounted.

Eowyn, Maid of Rohan (Human)

Points value: 25

Might: 1
Will: 1
Fate: 1

	F	S	D	A	W	C
Eowyn	4/–	3	3	1	1	5

Eowyn is the sister of Eomer and King Theoden's niece – and like her kin she is a born fighter. During the fighting at Helm's Deep she proves herself the match for any man – or Uruk-Hai!

Wargear

Eowyn has a sword and can ride a horse (+10 points, see above).

Expert Rider. Eowyn is an expert rider. Add +1 for any Jump test or Thrown Rider roll whilst mounted.

Gamling, Captain of Rohan (Human)

Points value: 40

	F	S	D	A	W	C
Gamling	4/4+	4	5	2	2	4

Might: 2
Will: 1
Fate: 1

Gamling is a gallant Captain of Rohan, the bearer of the Royal Standard who fights valiantly beside his lord at Helm's Deep.

Wargear

Gamling carries a sword and wears sturdy armour. At the additional points shown he can be given the following items of wargear:

Royal Standard of Rohan	*25 pts*
Horse	*10 pts*

	F	S	D	A	W	C
Horse	0	3	4	0	1	3

Special Rules

Royal Standard of Rohan. Any Hero of Rohan who has 0 Might points at the start of the turn automatically adds 1 Might point to his store if he begins the turn within 6"/14cm of the Royal Standard of Rohan. This includes Gamling himself.

Expert Rider. Gamling is an expert rider. Add +1 when making any Jump test or Thrown Rider roll whilst mounted.

Damrod, Captain of the Rangers of Gondor (Human)

Points value: 40

	F	S	D	A	W	C
Damrod	4/3+	4	5	2	2	4

Might: 2
Will: 1
Fate: 1

Damrod is Faramir's Captain – a strong arm in a fight and deadly shot with a bow.

Wargear

Damrod carries a bow and sword, and wears sturdy leather armour.

Faramir, Captain of the Rangers of Gondor (Human)

Points value: 75

	F	S	D	A	W	C
Faramir	5/3+	4	5	2	2	5

Might: 3
Will: 2
Fate: 2

Faramir is the son of the Steward of Gondor and the younger brother of Boromir – he is also a brave warrior and the leader of the Gondorian Rangers in the disputed border city of Osgiliath. His men are expert forest fighters who are able to merge into and move amongst the undergrowth undetected, ambushing enemy columns and putting the foe to flight with clouds of well aimed arrows.

Wargear

He carries a sword, bow and wears sturdy leather armour.

A heavy burden rests on the shoulders of the only remaining son of the Steward of Gondor.

Gandalf the White (Wizard)

Points value: 200

Might: 3
Will: 6+1 free per turn
Fate: 3

	F	S	D	A	W	C
Gandalf	5/-	5	6	1	3	7

After his cataclysmic battle with the Balrog, Gandalf returns to Middle-earth in the new guise of Gandalf the White. Now his powers are greater than ever before, surpassing even his old master Saruman.

Note. Your force can only include one Gandalf – Gandalf the Grey or Gandalf the White. The rules for Gandalf the Grey are given in The Fellowship of The Ring edition.

Wargear

Gandalf carries his staff and a sword (hand weapon). He can use either to fight with – his staff is a two-handed weapon. At an additional points cost Gandalf can ride Shadowfax.

Shadowfax	*15 pts*

Shadowfax. The mightiest of the noble horses of Rohan, Shadowfax allows only Gandalf to ride on his back. Shadowfax follows all the normal rules for horses, with the exception that his movement is 12"/28cm.

	F	S	D	A	W	C
Shadowfax	0	4	5	0	1	5

Special Rules

Staff of Power. Gandalf's staff is not only a symbol of his authority but a potent talisman. To represent his staff's power he can expend 1 point of Will each turn without reducing his own Will store.

Magical Powers

Gandalf can use his Will to cast magical powers and to resist the effect of magic just like other Heroes. His powers are greater than those of Gandalf the Grey, though similar in effect – as you can see if you compare the new powers with those given in The Fellowship of The Ring edition of the game. Gandalf the White has the following powers:

Terrifying Aura. Dice score to use: 2+. This power enables Gandalf to assume a terrifying aura. Once this has been successfully cast Gandalf counts as terrifying to all Evil creatures so long as he has at least 1 point of Will left. If Gandalf's Will drops to 0 the terrifying aura is extinguished. See the Courage section for details on terror.

Will of Iron. Range 12"/28cm. Dice score to use: 3+. Gandalf can use this spell to restore the Will of one friendly model within range. The target's Will is restored to its maximum amount. If the target is a Hero character then his Will can always be restored to a minimum of 1 even if the Hero had an original Will value of 0. Gandalf cannot use this magical power to restore his own Will.

Cast Blinding Light. Dice score to use: 2+. This power enables Gandalf to cause his staff to glow brilliantly. In darkness this illuminates an area 12"/28cm around him and anyone within this area can be seen as if it were daylight. Once cast this power lasts for the rest of the game so long a Gandalf has at least 1 point of Will remaining. If Gandalf's Will drops to 0 the staff is extinguished. Because of the staff's brightness any enemy shooting at Gandalf or at a target that is within 6"/14cm of Gandalf will require a roll of 6 to score a hit.

Effortlessly Immobilise. Range 12"/28cm. Dice score to use: 2+. The victim can do nothing further that turn. In combat his Fight value counts as 1 and he rolls one dice regardless of how many Attacks he normally has. If he wins a combat he will not strike. The victim can still use Might, Will and Fate but cannot make heroic actions. The effect lasts for the remainder of that turn.

Instantly Command. Range 12"/28cm. Dice score to use 3+. The victim can do nothing further that turn as described for Effortlessly Immobilise, except that the Good player can move the victim up to half a move as soon as the power takes effect, even into base contact with an enemy. The player can do this even if the model has already moved that turn. The model cannot be moved out of a combat if it is already engaged. The model cannot be forced to perform any actions that would cause direct harm to the model (such as jumping down a cliff…).

Your Staff is Broken! Range 12"/28cm. Dice score to use: 3+. This power enables Gandalf to destroy the staff of Saruman, effectively relieving him from the position of master of their Order. Once this power has been successfully cast, Saruman loses all the advantages related with his staff (both the free point of Will and the possibility of using the staff as a two-handed weapon).

Ultimate Sorcerous Blast. Range 12"/28cm. Dice score to use: 4+. This power can be used against a single enemy model. There must be no other models from either side obscuring Gandalf's view of the target but partially obscuring cover is ignored. If the power is employed successfully the target is blasted directly away from Gandalf and knocked to the ground – roll a dice, add +2, and move the target that number of inches or double that number of centimeters (3-8" or 6-16cm). Except as noted below any other models that lie within the path of the blasted model are automatically moved aside and are also knocked to the ground. If the target or one of the models lying within the path of the target is fighting then all other models in the same fight are knocked to the ground whether friends or foe. The target model counts as having been struck one blow at a Strength value of 6, and every other model that is knocked to the ground is struck one blow at a Strength of 3 whether friend or foe. If a model with a Strength of 5 or less is blasted into a model which has a Strength of 6 or more, it stops immediately. The model with Strength 6 or more is not moved or knocked to the ground, but it is struck one blow from the impact as normal. If the model blasted away has a Strength of 6 or more, then it will affect any other model along its path.

Treebeard (Ent)

Points value: 140

	F	S	D	A	W	C
Treebeard	5/-	8	8	3	3	7

Might: 3
Will: 6
Fate: 3

Treebeard is the greatest of all the ancient race of Ents that roamed the forests of Middle-earth before even the Elves came and made their homes. Ents are giants that resemble nothing so much as trees, having lived for so many years in the forests and having become rather like the trees that they love. Ents care little for the world that is beyond the forest realm of Fangorn but the destruction of their beloved woodlands drives them into a raging fury of destruction.

Special Rules

Break Stone. Ents are powerful creatures with iron-hard limbs that can smash apart stone just as tree roots can crumble rock. When attacking fortifications, including doors, stone walls, towers and anything else that has Batter points, Treebeard counts his Strength as 10 and Attacks as 6.

Terror. In their fury the Ents are a truly terrifying sight. Treebeard evokes terror in the enemy, as described in the Courage section of the rules.

GOOD WARRIORS

High Elf Warrior

Points value: 9

	F	S	D	A	W	C
High Elf	6/3+	3	5	1	1	5

The High Elves are the deadliest warriors in all of Middle-earth, combining skill-at-arms with expertly fashioned wargear. They are proficient with swords, spears and bows, and are the bravest of all fighting troops.

Above is the base profile for a High Elf warrior. If the warrior does not carry a bow then miss out the 3+ value when you copy out the profile – ie, the Fight characteristic for a warrior without bow would be 6/-. The base profile might also change if the warrior carries a shield as noted opposite.

Wargear

The base profile for a High Elf warrior includes finely wrought Elven heavy armour and a sword (hand weapon). He can be given additional items at the following cost:

Two-handed sword or spear	*Free (choose one only)*
Elf bow	*1 pt*
Shield	*1 pt*

Shield. An Elf warrior that carries a shield adds +1 to its Defence unless the model also carries a bow, in which case it adds nothing. Models that are primarily bow-armed don't increase their Defence value if they carry shields as they need their hands free to use or carry their bow. They can still use the 'shielding' rule in a fight though, so there is some benefit to carrying both a shield and a bow.

Two-handed sword. An Elf warrior equipped with a two-handed sword cannot be given a bow or shield as well – he needs both hands to wield his weapon (see page 47).

Wood Elf Warrior

Points value: 7

	F	S	D	A	W	C
Wood Elf	6/3+	3	3	1	1	5

The Wood Elves are proficient with swords, spears and bows, and combine their skill-at-arms with great bravery.

Above is the base profile for a Wood Elf warrior. If the warrior does not carry a bow then miss out the 3+ value when you copy out the profile – ie, the Fight characteristic for a warrior without a bow would be 6/-. The Defence value might also change if the warrior wears armour or carries a shield as noted below.

Wargear

Every Wood Elf warrior carries a sword (hand weapon). Any Wood Elf warrior can be given additional items at the following cost:

Two-handed sword or spear	*Free (choose one only)*
Elf Bow	*1 pt*
Shield	*1 pt*
Armour	*1 pt*

Armour. A Wood Elf warrior model that wears armour adds +1 to its Defence value, giving a value of 4.

Shield. A Wood Elf warrior model that carries a shield adds +1 to its Defence value unless the model also carries a bow, in which case it adds nothing. Models that are primarily bow-armed don't increase their Defence value if they carry shields as they need their hands free to use or carry their bow. They can still use the 'shielding' rule in a fight though, so there is some benefit to carrying both a shield and a bow.

Two-handed sword. A Wood Elf warrior equipped with a two-handed sword cannot be given a bow or shield as well – he needs both hands to wield his weapon (see page 47).

Warrior of Gondor (Human)

Points value: 6

	F	S	D	A	W	C
Human	3/4+	3	4	1	1	3

This is the base profile for a warrior of Gondor. If the warrior does not carry a bow then miss out the 4+ when you copy out the profile – ie, the Fight value for a warrior without bow would be 3/-. The Defence value might also change if the warrior carries a shield as noted opposite.

Wargear

The base profile for a Gondor warrior includes armour and a sword (hand weapon). Any warrior can be given additional items at the following extra cost:

Spear	*Free*
Bow	*1 pt*
Shield	*1 pt*

Shield. A warrior model that carries a shield adds +1 to its Defence value unless the model also carries a bow, in which case it adds nothing. Models that are primarily bow-armed don't increase their Defence value if they carry shields as they need their hands free to use or carry their bow. They can still use the 'shielding' rule in a fight though, so there is some benefit to carrying both shield and bow.

Note about the points value of Men. *We have slightly changed the cost of the Warriors of Gondor compared to The Fellowship of The Ring edition of the game thanks to some useful suggestions from players – we are confident that the new points value best reflects their effectiveness in gaming terms.*

Warrior of Rohan (Human)

Points value: 6

	F	S	D	A	W	C
Human	3/4+	3	4	1	1	3

This is the base profile for a warrior of Rohan. If the warrior does not carry a bow then miss out the 4+ value when you copy out the profile – ie, the Fight characteristic for a warrior without bow would be 3/-. The Defence value might also change if the warrior carries a shield as noted opposite.

Wargear

The base profile for a Rohan warrior includes armour and a sword or axe (hand weapon). Any warrior can be given additional items at the following extra cost:

Throwing spear	*Free*
Bow	*1 pt*
Shield	*1 pt*

Shield. A warrior model that carries a shield adds +1 to its Defence value unless the model also carries a bow, in which case it adds nothing. Models that are primarily bow-armed don't increase their Defence value if they carry shields as they need their hands free to use or carry their bow. They can still use the 'shielding' rule in a fight though, so there is some benefit to carrying both shield and bow.

Gondorian archers prepare a deadly volley.

The Riders of Rohan ride to battle.

Rider of Rohan (Human)

Points value: 13

	F	S	D	A	W	C
Rider of Rohan	3/4+	3	5	1	1	3
Horse	0	3	4	0	1	3

This is the base profile for a Rider of Rohan. Note that all Riders of Rohan carry a bow and a shield as well as a sword or axe (hand weapon).

Wargear

The base profile for a Rider of Rohan includes armour, shield, a bow, and either a sword or axe (hand weapon).

Any warrior can be given a throwing spear at no additional cost:

Throwing spear	*Free*

Special Rule

Expert Riders. The Riders of Rohan are expert riders. Add +1 when making any Jump test or Thrown Rider roll whilst mounted.

Ranger of Gondor (Human)

Points value: 7

	F	S	D	A	W	C
Human	4/3+	3	4	1	1	3

This is the base profile for a Ranger of Gondor – the finest fighters in the whole Gondorian army. If the warrior does not carry a bow then miss out the 4+ value when you copy out the profile – ie, the Fight characteristic for a warrior without bow would be 4/-. The Defence value might also change if the warrior carries a shield as noted below.

Wargear

The base profile for a Ranger of Gondor includes a sword (hand weapon) and tough leather armour. Any warrior can be given additional items at the following extra cost:

Spear	*Free*
Bow	*1 pt*
Shield	*1 pt*

Shield. A warrior model that carries a shield adds +1 to its Defence value unless the model also carries a bow, in which case it adds nothing. Models that are primarily bow-armed don't increase their Defence value if they carry shields as they need their hands free to use or carry their bow. They can still use the 'shielding' rule in a fight though, so there is some benefit to carrying both shield and bow.

FORCES OF DARKNESS

Use this list to choose an Evil force to the points value you have agreed with your opponent.

HEROES

The Dark Lord Sauron

Points value: 400

Might: 3
Will: 3 per turn
Fate: Special (see below)

	F	S	D	A	W	C
Sauron	9/-	8	10	3	5	7

Sauron, the Dark Lord, the Enemy, the Lord of the Ring. Many are the names of this powerful and evil being. He is driven by a consuming desire to dominate all of Middle-earth and by a burning hatred of Elves, Men and all who stand in his way. In distant times, when he still hadn't revealed his evil nature, he forged the Rings of Power and gave them as gifts to the rulers of the free races of Middle-earth. These kings didn't know that Sauron also forged the Ruling Ring for himself, imbuing into it a great portion of his own life force and powers. Through this mighty tool Sauron could control the other Rings and enslave their bearers to his will. Only the Rings of the Elves he couldn't dominate, because he had no part in their making. His vast armies of Orcs and other fell creatures were about to subjugate all the Western realms of Middle-earth, but the combined armies of the Last Alliance of Men and Elves defeated his hordes and finally laid siege to his fortress of Barad-dûr in the land of Mordor. There, at a terrible price, the One Ring was taken from the hand of the Dark Lord and he was finally vanquished. But Sauron was not destroyed. As long as the Ring exists Sauron's spirit endures.

Wargear

Sauron carries a mace (hand weapon) and is equipped with heavy armour.

Special Rules

Terror. Sauron is the living incarnation of all the fears of the free people of Middle-earth. He evokes terror in his enemies as described in the Courage section.

Master of Evil. All the servants of the Enemy fear the anger of their Lord far more than a simple death at the hands of their opponents. Similarly, the Good side's forces know that they are facing the ultimate Evil and are prepared to sell their lives to defeat it once and for all. If Sauron is on the table, neither side needs to test for courage if their forces are reduced to 50% of their original numbers.

The One Ring. As long as the One Ring is with him, the Dark Lord is all but invincible. Only by taking the Ring from him can he be defeated. This is represented by the fact that Sauron does not have points of Fate as such, but every time he loses his last wound he can roll a dice, and on a roll of 2 or more the wound is recovered and the power of the Ring sustains him. Therefore the only way to take down the Dark Lord is to cause him to lose all his wounds and then hope he rolls a 1 and does not recover his last one. This rare occurrence represents the last wounding strike actually separating the Ring from the Dark Lord (chopping his fingers off, for example).

Unstoppable! The power of the Ring is so great that to face the Dark Lord in combat is almost invariably to face one's death. Every time Sauron wins a fight against multiple opponents, he can choose to strike at the enemy three times as normal or to sweep his mace around in a deadly arc. If Sauron chooses this second option, all the enemies that have taken part in the fight (those in base contact and even those fighting with spears through friendly models) suffer one strike from the Dark Lord.

Magical Powers

Sauron can use 3 points of Will per turn to cast magical powers and to resist the effect of magic. He has the following powers:

Transfix. Range 18"/42cm. Dice score to use: 2+. The victim can do nothing further that turn. In combat his Fight value counts as 1 and he rolls one dice regardless of how many attacks he normally has. If he wins a combat he will not strike. The victim can still use Might, Will and Fate but cannot make heroic actions. The effect lasts for the remainder of that turn.

Compel. Range 18"/42cm. Dice score to use: 3+. The victim can do nothing further that turn as described for Transfix, except that the Evil player can move the victim up to half a move as soon as the power takes effect, even into base contact with an enemy. The player can do this even if the model has already moved that turn. The model cannot be moved out of a combat if it is already engaged. The model cannot be forced to perform any actions that would cause direct harm to it (such as jumping down a cliff…).

Drain Courage. Range 18"/42cm. Dice score to use: 2+. The victim loses 1 point of Courage from his profile. This penalty applies for the rest of the battle. This ability can take effect several times on the same target, reducing the model's Courage value each time.

Sap Will. Range 18"/42cm. Dice score to use: 3+. The victim's Will value is reduced to 0. The effect lasts for the remainder of the battle – although it can be increased by the Strengthen Will magical power.

Chill Soul. Range 18"/42cm. Dice score to use: 5+. With a single gaze the Dark Lord can drain all life force from his enemies. The victim suffers a wound, exactly as if wounded in close combat.

The Ringwraiths

Points value: 95 for the Witch King
75 each for the other Ringwraiths

	F	S	D	A	W	C
Ringwraith	5/-	4	8	1	1	6

Might: 0
Will: 10 – Witch King
& 7 – other Ringwraiths
Fate: 0

The nine Ringwraiths were once Kings of Men, the bearers of magical rings created by Sauron in the fires of Mount Doom. Their rings granted endless life but gradually enslaved the Kings to Sauron's will. All that remains of them now are their twisted spirits – their bodies having faded into empty nothingness. They are the most deadly of all Sauron's captains and the most dangerous of the nine is the Witch King.

The Witch King is the leader of the Ringwraiths. Like the others he is cloaked and armoured, and has no physical body but only a shadow-like existence held together by the force of his will.

Ringwraiths cannot be killed in the normal sense because they are not alive – but they can be banished. A Ringwraith that has been banished in this way will gradually reform as its embittered will shapes a new form for it to inhabit. This takes many days depending upon how far the Ringwraiths are from the influence of their master.

Wargear

At an additional points cost Ringwraiths can ride horses, and the Witch King can be armed with a Morgul blade.

Horse	*10 pts each Ringwraith*
Morgul blade	*10 pts (Witch King only)*

Horse. The Ringwraiths ride huge black horses that carry them over Middle-earth as they search for their master's ring. Only a Ringwraith can ride these evil beasts – they will not permit any other creature to mount them. Rules for horses and riders are given in the main rules section.

	F	S	D	A	W	C
Horse	0	3	4	0	1	3

Morgul Blade. Only the Witch King can carry a Morgul blade. This evil weapon is both magical and poisonous – a deep wound leaves a tainted shard from its blade in the foe's flesh. If the Witch King inflicts a wound on a model that has 2 or more Wounds, the player can use the Morgul blade. The blade can only be used once – afterwards its deadly tip is broken. The enemy who has suffered the wound now has a shard of the blade embedded in their body, and will lose a further wound at the start of each successive turn if they roll a 1 on a dice. Make this roll at the start of each turn before the Priority phase until the game is over or the victim is slain.

Might cannot be used to affect this roll, but Fate can be used to 'save' the wound, and Might can be used to boost the Fate roll as normal.

Note on choosing Ringwraiths. *As there are eight ordinary Ringwraiths the Evil player can have up to eight ordinary Ringwraiths in his force. The Ringwraiths are not named – we suggest you paint a number under the base of each so that you can readily distinguish them on your record sheet. There is only one Witch King.*

Special Rules

Will. Ringwraiths rely on Will far more than other Heroes. It is only by Will that they maintain corporeal form. The further they are from Sauron the weaker is the bond between them and the lower their Will value. Therefore:

A Ringwraith must give up 1 point of Will at the end of the Fight phase if it has been in a fight. Note that Ringwraiths touching enemy must fight – as all models must – they cannot choose not to fight!

Once a Ringwraith suffers 1 Wound or has 0 Will remaining it is banished. Ringwraiths cannot be destroyed completely in this way – their spirits slowly regenerate – but as this takes several days they are removed as casualties.

Terror. Ringwraiths are terrifying supernatural creatures. They evoke terror in their enemies as described in the Courage section.

Darkness. Ringwraiths do not see by the light of the world as we know it, but by the inner light of the life of living things. They are not affected by darkness and can see as well in pitch black as they can in daylight.

Ringwraiths and the Ring. If any Hero should put on the Ring then he becomes part of the twilight world of the Ringwraiths. He is both visible and vulnerable to them! A Hero wearing the Ring is not invisible to a Ringwraith as he is to other models. A Ringwraith does not have to give up Will if he is fighting against a model wearing the Ring – not even if other enemy are included as part of a multiple combat.

To represent this in a pleasing visual way, all Ringwraith models can be replaced by Twilight Ringwraith models as soon as the Ring is put on. The Twilight Ringwraiths are used whilst the Ring is worn. This is not necessary – but it certainly emphasises the point!

Magical Powers

Ringwraiths can also employ their Will to use magical powers and to resist the effect of magic just like other Heroes. They have the following powers:

Transfix. Range 12"/28cm. Dice score to use: 3+. The victim can do nothing further that turn. In combat his Fight value counts as 1 and he rolls one dice regardless of how many Attacks he normally has. If he wins a combat he will not strike. The victim can still use Might, Will and Fate but cannot make heroic actions. The effect lasts for the remainder of that turn.

Compel. Range 12"/28cm. Dice score to use: 4+. The victim can do nothing further that turn as described for Transfix, except that the Evil player can move the victim up to half a move as soon as the power takes effect, even into base contact with an enemy. The player can do this even if the model has already moved that turn. The model cannot be moved out of a combat if it is already engaged. The model cannot be forced to perform any actions that would cause direct harm to it (such as jumping down a cliff…). If the victim has the Ring he must put it on if the Evil player wishes.

Drain Courage. Range 12"/28cm. Dice score to use: 2+. The victim loses 1 point of Courage from his characteristic profile. This penalty applies for the rest of the battle. This ability can take effect several times on the same target – reducing a model's Courage value each time.

Sap Will. Range 12"/28cm. Dice score to use: 4+. The victim's Will value is reduced to 0. The effect lasts for the remainder of the battle – although it can be increased by a Strengthen Will magical power.

The Balrog

Points value: 250

Might: 0

Will: As Wounds per roll

Fate: 0

	F	S	D	A	W	C
Balrog	10/-	8	10	4	10	7

The Balrog is a mighty daemon creature of great age and power – a monster of a rare and horrific kind. Of all the evil powers in the world the Balrog is amongst the most potent and most formidable.

Special Rules

Lash. The Balrog has 4 Attacks, of which one is a special 'lash' attack with its long whip. When rolling for strikes use a different colour dice to represent the lash. If the Lash strike roll is sufficient to cause a wound the enemy is momentarily entangled in the whip. This entitles the Balrog to make a further two strikes against the model with its fiery blade (hand weapon). That means a Balrog can sometimes make six strikes if it wins a fight – four strikes plus a further two strikes against an entangled enemy.

Terror. The Balrog is a huge terrifying monster! An enemy wishing to charge the Balrog must test its courage as described in the Courage rules.

Will. The Balrog is a magical creature and can shrug off the effects of all but the most potent sorcery. Instead of expending Will to resist magical attacks it always resists magic with the same number of dice as it has wounds left.

Goblin Mastery. Moria Goblins are far more frightened of the Balrog than of any enemy. If the Balrog is in the game Moria Goblins will automatically pass any Courage test they would normally be required to take. For example, this applies to the Courage test made because Boromir is blowing his horn – making Boromir's horn useless in this situation.

There are older and fouler things than Orcs in the deep places of the world.

Saruman (Wizard)

Points value: 150
Might: 3
Will: 6+1 free per turn
Fate: 3

	F	S	D	A	W	C
Saruman	5/-	4	5	1	3	7

Saruman the White is the leader of the Order of Wizards and the most learned in the ways of Sauron the Enemy. But his studies have led him to dream of dominion, and by daring to look into the dread Palantir of Orthanc he has seen many dark and evil things that have stirred his greed and ambition. Now he would dare rise and take even Sauron's crown, but the truth is that his soul is already in thrall to the evil lord.

Wargear

Saruman carries his staff and a sword (hand weapon). He can use either his sword or staff to fight – his staff is a two-handed weapon.

Special Rules

Staff of Power. Saruman's staff is not only a symbol of his power but a potent talisman. Whilst he wields his staff Saruman can expend 1 point of Will each turn without reducing his own Will store.

Palantir. Saruman carries the Palantir, an ancient seeing stone that allows him to project his powers over great distances. Using the Palantir, Saruman can use his Sorcerous Blast ability as if he were anywhere on the battlefield. It is a good idea for the player to place a small marker in the position where Saruman will cast from whilst he works out the effect. Saruman can only use the Palantir so long as he has at least 1 point of Will remaining in his store. If he has no Will left then he cannot use the Palantir even though his staff enables him to continue to use his magical powers.

The Palantir of Orthanc.

Magical Powers

Saruman can use his Will to cast magical powers and to resist the effect of magic just like other Heroes. He has the following powers:

Sorcerous Blast. Range 12"/28cm. Dice score to use: 5+. This power can be used against a single enemy model. There must be no other models from either side obscuring Saruman's view of the target but partially obscuring cover is ignored. If the power is employed successfully the target is blasted directly away from Saruman and knocked to the ground – roll a dice and move the target that number of inches or double that number of centimetres (1"-6" or 2cm-12cm). Except as noted below any other models that lie within the path of the blasted model are automatically moved aside and knocked to the ground. If the target or one of the models lying within the path of the target is fighting, then all other models in the same fight are knocked to the ground whether friends or foe. The target model counts as having been struck one blow at a Strength value of 5 and every model knocked to the ground is struck one blow at a Strength value of 3. If a model with a Strength of 5 or less is blasted into a model which has a Strength of 6 or more, it stops immediately. The model with Strength 6 or more is not moved or knocked to the ground, but it is struck one blow from the impact as normal. If the model blasted away has a Strength of 6 or more, then it will affect any other model along its path. Eg, if the Balrog is blasted into a Goblin it will knock it to the ground but if a Goblin is blasted into the Balrog, the demon won't budge.

Immobilise. Range 12"/28cm. Dice score to use: 3+. The victim can do nothing further that turn. In combat his Fight value counts as 1 and he rolls one dice regardless of how many Attacks he normally has. If he wins a combat he will not strike. The victim can still use Might, Will and Fate but cannot make heroic actions. The effect lasts for the remainder of that turn.

Terrifying Aura. Dice score to use: 2+. This power enables Saruman to assume a terrifying aura. Once this power has been successfully cast Saruman counts as terrifying to all enemies as long as he has at least 1 point of Will remaining. If his Will drops to 0 the terrifying aura is extinguished. See the Courage section of the rules for more about terror.

Orc Captain

Points value: 40
Might: 2
Will: 1
Fate: 1

	F	S	D	A	W	C
Orc Captain	4/5+	4	4	2	2	3

We have included the option for you to include one or more Orc Captains as part of your force – note that you can include more than one Orc Captain if you wish. This represents the leaders amongst the Orc soldiery who go unnamed in the story of The Lord of The Rings – the incidental warriors whose role on the battlefield is important in any war. If you choose Captains invent suitable names for each.

Wargear

The Orc Captain represented by the profile has a sword and wears crude Orcish armour. He has been given a Fight value for shooting – if he does not carry a bow then copy this to your record sheet as 4/-. If he is given further armour make the necessary adjustment to the model's Defence value. At an additional cost he may have the following items and ride a Warg:

Shield	*5 pts*
Orc Bow	*5 pts*
Warg	*10 pts*

Shield. An Orc Captain model which carries a shield adds +1 to its Defence value unless the model also carries a bow, in which case it adds nothing. Models which are primarily bow-armed don't increase their Defence value if they carry shields as they need their hands free to use or carry their bow. They can still use the 'shielding' rule in a fight though so there is some benefit to carrying both shield and bow.

	F	S	D	A	W	C
Warg	3/-	4	4	0	1	3

Moria Goblin Captain

Points value: 35
Might: 2
Will: 1
Fate: 1

	F	S	D	A	W	C
Goblin Captain	3/5+	4	4	2	2	3

We have included the option for you to include one or more Moria Goblin Captains as part of your force – note that you can include more than one Captain if you wish. This represents the leaders amongst the Goblin soldiery who go unnamed in the story of The Lord of The Rings – the incidental warriors whose role on the battlefield is important in any war. If you choose Captains invent suitable names for each.

Wargear

The Moria Goblin Captain represented by the profile has a sword and wears spiny segmented armour. He has been given a Fight value for shooting – if he does not carry a bow then copy this to your record sheet as 3/-. If he is given further armour make the necessary adjustment to the model's Defence value. At an additional cost he may have the following items:

Shield	*5 pts*
Orc bow	*5 pts*

Shield. A Moria Goblin Captain model that carries a shield adds +1 to its Defence value unless the model also carries a bow, in which case it adds nothing. Models primarily bow-armed don't increase their Defence if they carry shields as they need their hands free to use or carry their bow. They can still use the 'shielding' rule in a fight though so there is some benefit to carrying both shield and bow.

Moria Goblins – foul and merciless creatures.

Uruk-Hai Captain

Points value: 50
Might: 2
Will: 1
Fate: 1

	F	S	D	A	W	C
Uruk-Hai Captain	5/4+	4	5	2	2	4

We have included the option for you to include one or more Uruk-Hai Captains as part of your force – note that you can include more than one Uruk-Hai Captain if you wish. This represents the leaders amongst the Uruk-Hai soldiery who go unnamed in the story of The Lord of The Rings – the incidental warriors whose role on the battlefield is important in any war. If you choose Captains invent suitable names for each.

Wargear

The Uruk-Hai Captain represented by the profile has a sword and armour. He has been given a Fight value for shooting – if he does not carry a bow then copy this to your record sheet as 5/-.

At an additional cost he may have the following items.

Note: If given a shield, make any necessary adjustments to his Defence value.

Shield	*5 pts*
Orc bow	*5 pts*
Crossbow	*5 pts*

Shield. An Uruk-Hai Captain who carries a shield adds +1 to its Defence value unless the model also carries a bow or crossbow, in which case it adds nothing. Models which are primarily armed with a bow or crossbow don't increase their Defence value if they carry shields as they need their hands free to use or carry their bow or crossbow. They can still use the 'shielding' rule in a fight though so there is some benefit to carrying both shield and bow or crossbow.

Sharku, Warg Rider Captain (Orc)

Points value: 55
Might: 3
Will: 1
Fate: 1

	F	S	D	A	W	C
Sharku	4/–	4	4	2	2	3

Sharku is the chief amongst the Warg riders, and the boldest by far of all that murderous horde.

Wargear

Sharku wears crude orcish armour and is armed with a cruel orc blade (hand weapon). He rides a warg. At an additional cost he may carry a shield.

Shield	*5 pts*

	F	S	D	A	W	C
Warg	3/-	4	4	0	1	3

Grishnakh, Orc Captain

Points value: 45
Might: 3
Will: 1
Fate: 1

	F	S	D	A	W	C
Grishnakh	4/–	4	4	2	2	3

Grishnakh leads the Mordor Orcs that catch up with the Uruk-Hai carrying Merry and Pippin. He tries in vain to abduct them and take them to his master, Sauron.

Wargear

Grishnakh has a sword and armour. At an additional cost he may carry a shield.

Shield	*5 pts*

Wild Men Chieftain (Human)

Points value: 30
Might: 2
Will: 1
Fate: 1

	F	S	D	A	W	C
Wild Men Chieftain	4/–	4	4	2	2	4

The Wild Men of Dunland live upon the borders of Rohan. Like all their kind, the chieftains of the Dunlendings envy and hate the King of Rohan and all his subjects – and are all too ready to take up Saruman's cause to destroy Rohan!

Wargear

A Wild Men Chieftain wears no armour and carries a crude axe (hand weapon).

Gollum (Gollum... my preciousss...)

Points value: 0
Might: 1
Will: 0
Fate: 1

	F	S	D	A	W	C
Gollum	4/–	4	4	2	2	4

Many years ago, a small creature called Deagol discovered a ring in the Anduin river. This was, of course, the One Ring, and its evil power began to work at once, for he was murdered and the Ring taken by his companion Smeagol. In time Smeagol became Gollum – a twisted monster, obsessed with the Ring and consumed by his own remorse. But now Gollum has lost the Ring, 'stolen' from him by Bilbo and now borne by Frodo towards its destruction in the fires of Mount Doom. Gollum cannot bear to be separated from his 'precious' and would do anything, endure anything, to possess the Ring once more.

Special Rules

Gollum can be included in the Evil player's force if the Ringbearer is included on the opposing side. No points are paid for Gollum – he is 'free'.

Regardless of the scenario you are playing, Gollum is positioned on the table once both sides have placed all their other models. He must be placed within 6"/14cm of the Ringbearer.

So long as the Ringbearer is alive no Good model can shoot at or strike blows against Gollum. Good models are allowed to charge Gollum and fight, but will strike no blows if they win because they do not wish to kill Gollum. This applies to the Ringbearer himself as well as all other Good models. This restriction ceases to apply should the Ringbearer be slain. Once the Ringbearer is slain, Gollum becomes an enemy and can be shot and fought in the same way as any other enemy model.

Gollum is always controlled entirely by the player who has priority that turn. Whichever side has priority takes control of Gollum and moves him, fights with him, and so on. Regardless of which side controls him, Gollum must always move to within 6"/14cm of the Ringbearer in the Move phase if possible. If this is impossible, he must move as close to the Ringbearer as he can. Note that models can be moved in any order, so the Good player could quite reasonably move Gollum towards Frodo and then move Frodo away all in the same Move phase. When the Good player has priority he can always choose which of the pair to move first and this enables the Good player to keep Gollum at a safe distance from the Ringbearer.

If Gollum attacks and slays the Ringbearer, he automatically puts the Ring on when his opponent is killed. Once Gollum puts the Ring on he will run away and will never ever be heard of again. The model is removed and counts as a casualty.

Gollum... Gollum...

Grima Wormtongue (Human)

Points value: 25
Might: 0
Will: 0
Fate: 0

	F	S	D	A	W	C
Grima	2/–	3	3	1	1	3

Grima is the treacherous councillor of King Theoden. Unknown to the King, Grima is secretly in league with Saruman and has been using every means at his disposal to turn Theoden's mind against his allies. Not only is Grima a cunning and persuasive advisor, he has poisons, potions and the sorcerous assistance of Saruman from afar to further his evil.

Wargear

Grima is armed with a dagger.

Special Rules

Grima can be included in the Evil player's force if Saruman is also included.

Regardless of the scenario you are playing, Grima is always placed on the table once both sides have placed all their other models. He can be placed in either the Evil side's deployment zone or the Good side's deployment zone.

So long as Saruman is alive no Good model can shoot at or strike blows against Grima. Good models are allowed to charge Grima and fight, but will strike no blows if they win because they do not wish to kill Grima but only to restrain him (being Good can be a pain sometimes you see!). This restriction ceases to apply should Saruman be slain. Once Saruman is slain, the depth of Grima's evil is revealed and Grima becomes an enemy who can be shot and fought in the same way as any other enemy model.

Grima is always controlled by the Evil player and is moved and fights when it is the Evil side's turn to do so as usual. Although he can fight he isn't very good at it (he's far too sneaky and grovelly) and his chief power is his ability to debilitate enemy Heroes by his endless whining, thereby spreading doubt and misery amongst his foes. This is represented by reducing the effect of Might. If a Good Hero is within 6"/14cm of Grima then 2 Might points must be expended to modify dice scores or use Heroic abilities instead of 1. As can be readily imagined this is a very powerful ability, and the Good player must try to occupy Grima and prevent him from using his power to sap the fighting power of the Good Heroes.

Note. For reasons impossible to fathom Grima is always more effective if the Evil player actually makes an effort to offer bad advice and make pessimistic forecasts of doom to his victims as he follows them about the battlefield.

Once a loyal servant, Grima has been seduced by the luring powers of Saruman.

EVIL WARRIORS

Moria Goblin Warrior

Points value: 4

	F	S	D	A	W	C
Moria Goblin	2/5+	3	4	1	1	2

These are small, mean-spirited creatures that live a troglodyte existence in the numerous delvings beneath the Misty Mountains. The ancient Dwarf tunnels of Moria have become home to these loathsome monsters. They scuttle through the tunnels with amazing dexterity, attacking, destroying and consuming intruders that venture into their dark realm. They are also known as Moria Orcs – for they are a low kind of degenerate Orc adapted to a life beyond the light.

This is the basic profile for a Goblin warrior. If the Goblin does not carry a bow then it is convenient to ignore the 5+ Shoot value when you copy the profile to your record sheet – ie, the Fight characteristic for a Goblin without a bow would be 2/-. The base profile can also change if the warrior carries a shield.

Wargear

The base profile for a Goblin warrior includes spiny Goblin armour. Though crudely made, this is quite extensive and often covers the entire Goblin from head to foot. Any warrior can be given additional items at the following cost:

Sword or similar hand weapon	*Free*
Spear	*Free*
Orc bow	*1 pt*
Shield	*1 pt*

Shield. A Moria Goblin warrior that carries a shield adds +1 to its Defence value unless the model also carries a bow, in which case it adds nothing. Models primarily bow-armed don't increase their Defence if they carry shields as they need their hands free to use or carry their bows. They can use the 'shielding' rule in a fight though, so there is some benefit to carrying both shield and bow.

Orc Warrior

Points value: 5

	F	S	D	A	W	C
Orc	3/5+	3	4	1	1	2

Orcs are the foulest creatures to walk Middle-earth. They are evil-hearted monsters that rejoice in slaughter and destruction. Orcs bear little loyalty even to their own kind and will readily fight amongst themselves over the spoils of their conquests. Inept workmen, their clothing is ill-made and ragged, their armour is crude, and their weapons as well-suited to butchery as to war. Yet they are numerous – untold thousands make up the armies of Saruman and Sauron and their natural cowardice makes them an ideal tool of evil intent.

This is the basic profile for an Orc warrior. If the Orc does not carry a bow then miss out the 5+ Shoot value when you copy the profile to your record sheet – ie, the Fight characteristic for an Orc without a bow would be 3/-. The base profile can also change if the warrior carries a shield.

Wargear

The base profile for an Orc warrior includes crude Orc armour. This is usually fairly meagre and often made of padded leather with reinforcing bands of metal. Any warrior can be given additional items at the following cost:

Sword or similar hand weapon	*Free*
Spear or two-handed sword/axe	*Free*
Orc bow	*1 pt*
Shield	*1 pt*

Shield. An Orc warrior that carries a shield adds +1 to its Defence value unless the model also carries a bow, in which case it adds nothing. Models that are primarily bow-armed don't increase their Defence if they carry shields as they need their hands free to use or carry their bows. They can use the 'shielding' rule in a fight though, so there is some benefit to carrying both shield and bow.

Two-handed sword/axe. An Orc warrior equipped with a two-handed sword/axe cannot be given a bow or shield as well – he needs both hands to wield his weapon (see pg 47).

Uruk-Hai Warrior

Points value: 10

	F	S	D	A	W	C
Uruk-Hai	4/4+	4	5	1	1	3

If Orcs are the foulest creatures to walk Middle-earth then Uruk-Hai are the most dangerous perversion of the breed. Where ordinary Orcs are crook limbed and timid, the Uruk-Hai are strong, muscular, upright warriors of greater skill and courage. They are no less evil-hearted than their smaller cousins however. Their capacity for evil is greater still. They are armed from the forges of Saruman with efficient armour and keen-edged weapons.

This is the basic profile for an Uruk-Hai warrior. If the warrior does not carry a bow miss out the 4+ Shoot value when you copy the profile to your record sheet – ie, the Fight value for a warrior without a bow would be 4/. The base profile can also change if the warrior carries a shield.

Wargear

The base profile for an Uruk-Hai warrior includes armour. Any warrior can be given extra items at the following cost:

Sword or similar hand weapon	*Free*
Orc bow or Crossbow or Pike (one choice only)	*1 pt*
Shield	*1 pt*

Shield. An Uruk-Hai warrior which carries a shield adds +1 to its Defence value unless the model also carries a bow or crossbow, in which case it adds nothing. Models that are primarily bow-armed don't increase their Defence value if they carry shields as they need their hands free to use or carry their weapons. They can use the 'shielding' rule in a fight though, so there is some benefit to carrying both shield and bow/crossbow.

Pike. An Uruk-Hai warrior which is equipped with a pike cannot be given a bow, crossbow or shield as well – he needs both hands to wield his weapon (see page 47 for more details).

Uruk-Hai Berserker

Points value: 15

	F	S	D	A	W	C
Uruk-Hai Berserker	4/–	4	6	2	1	8

Berserkers are the most dangerous of all Uruk-Hai; fearless, caring nothing for their own lives, and armed with deadly swords almost as tall as themselves. As they approach the enemy they smear themselves with blood. The smell of which drives them into a screaming battle rage that makes them virtually unstoppable. A berserker can suffer a blow that would slay an ordinary Uruk-Hai without even flinching – they feel no pain and have no desire other than the destruction of their enemies. For this reason they have a Defence value of 6 even though they wear no armour.

Wargear

The Berserker carries an extraordinarily long sword and no other weapons or armour. In any turn the Berserker can wield the long heavy sword either as an ordinary sword (hand weapon) or as a two-handed sword – but he cannot change from one mode to the other during the same Fight phase.

A Berserker in all his gory glory.

Cave Troll

Points value: 70

	F	S	D	A	W	C
Cave Troll	6/6+	6	6	3	3	3

These are large and loathsome creatures that shun the light, preferring to hide away in dark caves and subterranean tunnels. They are both cumbersome and slow-witted but none-the-less dangerous creatures once roused to anger. Fortunately, there are only a few of these fearsome monsters compared to the vast hordes of Moria Goblins amongst whom they live and which, in all probability, form the bulk of their diet.

This is the basic profile for a Cave Troll of average size – being large creatures it is natural that they vary somewhat in dimensions. Though they are far too dim-witted to use bows we have given them a default Shoot value of 6+ for the sake of consistency – as this is not normally used copy the value to your record sheet as 6/-.

Wargear

The Cave Troll has a crude club (hand weapon) and can also have a spear and/or a Troll chain at the following extra cost:

Spear	*5 pts*
Troll chain	*5 pts*

Troll chain. If the Troll wins a fight he can use his chain to lash out at one enemy as it moves back. This is worked out before rolling to see if the Troll's attacks score wounds. Roll a dice. If the score is greater than the target's Fight value or is a 6 (whether greater or not than the Fight value), the Troll has lashed his enemy as it moves back. All of the Troll's attacks are then worked out and wounds determined – the lash is counted as one extra attack against the target model.

RAAAARGGH!

Warg Rider (Orc)

Points value: 10

	F	S	D	A	W	C
Warg Rider	3/5+	3	4	1	1	2
Warg	3/-	4	4	0	1	3

Wargs are gigantic evil wolves – massive and dangerous creatures with a cunning and carnivorous intelligence. A warg is so large and strong that an Orc can ride upon the creature's back much like a horse. These warg riders scout far ahead of the main armies of Orcs and other evil creatures, spying out the land and picking off stragglers for interrogation or some far worse fate.

Shield. A Warg Rider that carries a shield adds +1 to its Defence value unless the model also carries a bow, in which case it adds nothing. Models that are primarily bow-armed don't increase their Defence if they carry shields as they need their hands free to use or carry their bows. They can use the 'shielding' rule in a fight though, so there is some benefit to carrying both shield and bow.

This is the base profile for an Orc warrior riding a Warg. If the Orc does not carry a bow then miss out the 5+ Shoot value when you copy the profile to your record sheet – ie, the Fight characteristic for a Warg Rider without a bow would be 3/-. The base profile can also change if the warrior carries a shield.

Wargear

The base profile for a Warg rider includes armour – this is often just crudely made from scraps of metal or leather. Any warrior can be given additional items as shown at the following extra cost.

Sword	*Free*
Throwing spear	*Free*
Orc bow	*1 pt*
Shield	*1 pt*

As ferocious as their mounts, the Warg Riders infest the plains of Rohan.

Wild Man of Dunland (Human)

Points value: 5

	F	S	D	A	W	C
Wild Man	3/–	3	3	1	1	3

The Dunlendings are savage tribesmen from the hills to the west of Rohan. For years they have envied the Rohirrim whose lands are so much more bountiful than the bleak uplands of Dunland. Now the Dunlendings have been driven to war by the poisoned council of Saruman. In company with Orcs and Wargs they rampage through Rohan, pillaging what they can and destroying what they cannot, murdering the people of the Westfold and driving them towards the refuge of Helm's Deep.

Wargear

The base profile for a Dunlending warrior includes an axe (hand weapon).

SCENARIOS

A scenario sets the scene for a battle – it describes the circumstances of the encounter, who is involved, and what each side is trying to achieve. Most importantly the scenario describes what the battlefield looks like. Most of the scenarios also include special game rules that apply only for that scenario. Special rules are not a necessary feature of a scenario but they often help to make the game a unique challenge.

SCENARIO FORMAT

Each scenario is divided into a number of sections namely: Description, Participants, Points Match, Layout, Starting Positions, Objectives and Special Rules.

Description describes the incident in The Two Towers movie depicted in the scenario. All the scenarios are based upon or inspired by incidents portrayed in the movie and can be fought as accurate re-enactments should you wish.

Participants explains which characters took part in the incident in the film itself. In most cases it's impossible to be sure exactly how many Orcs or Uruk-Hai fight on the Evil side – there are so very many! – so we've estimated a number that gives a balanced game. Where troops have wargear options in the Force lists these are specified – otherwise troops always have their mandatory wargear as given in the lists. Heroes can take any options given in the list unless indicated otherwise in the Special Rules.

Points Match provides you with a way of playing the same scenario with any Evil forces versus any Good forces.

Use the **Force Lists** to select your own warriors to take part in the scenario by choosing models as described in the Points Match section. All the scenarios can be fought with any forces. Note that an equal points match won't necessarily enable you to play with the actual participants – which is why we've devised two ways to play each scenario – use either the participants or points match for your game.

The **Layout** section explains how to set up the table for the battle using whatever scenery is required.

Starting Positions describes where the models are placed at the start of the game.

The **Objectives** explains what each side has to do to win the scenario. Every scenario has different objectives and requires you to develop an appropriate tactical approach – what works in one game may not work in another!

Special Rules are just that – rules that apply uniquely to that scenario. Most scenarios have special rules of one kind or another to represent the circumstances of the battle.

MAKING UP YOUR OWN SCENARIOS

Once you have played a few of our scenarios you will probably want to make up your own. The events in The Lord of The Rings provide plenty of inspiration for you to create your own scenarios – and even the same incident can be portrayed in different ways in a tabletop game.

When creating your own scenarios it's a good idea for the player who has invented the scenario to act as a referee whilst other players take part in the game. The referee foregoes the chance to play – but he is available to adjudicate and interpret the rules as necessary. When you make up new rules for a scenario you'll often find you have to change things a little as you go along the first time you play. If playing a scenario that someone has made up always be prepared to defer to the referee (even the minions of evil aren't allowed to argue with the referee!).

EXPERIENCED PLAYERS

As players gain experience we find that they become quite adept at using the special abilities of the Good Heroes. As there are so many Good Heroes, and because they are so impressively heroic, this tends to disadvantage the Evil side. Although there are Evil Heroes, their abilities are rather more limited or specialised than the Good Heroes' abilities. The scenarios have been designed so that most players will find them reasonably well balanced when played – but as players become more adept the Evil side will find it harder and harder to win. There are two ways to make up for this.

A good way of ensuring balance is to play twice and swap sides – so that each player gets to represent the Good side as well as the Evil side. This is rather a good thing to do anyway – no-one likes to play the bad guy all the time!

Another way of rebalancing the game is to make things tougher for the Good guys. Either make the objective tougher for the Good side or make the Evil side more potent by providing it with additional troops. An experienced Good player can take on at least twice the number of Evil troops given in the scenarios – there's a challenge for you!

SCENARIO ONE – SCOURING OF THE WESTFOLD

Description

This battle is based on the devastation of the western part of the realm of Rohan by Saruman's forces, driving the Rohirrim to take refuge in the fortress of Helm's Deep. We have arranged the details so that this makes a suitable introductory game for new players or as an easy introduction to the rules for cavalry for more experienced players. If you have never played before we would suggest you first make sure you are familiar with the basic rules by playing through the encounter Getting Started on p152.

Participants

On the Good side there are 12 Riders of Rohan of which 6 are armed with throwing spears in addition to their bows and hand weapons.

One the Evil side there are 20 Uruk-Hai – 10 have pikes and 10 have sword and shield.

You will also need 6 models or counters to represent helpless human villagers – women, children, babes in arms, elderly or infirm non-combatants. We would suggest using any models from your collection that can conveniently stand-in for these or alternatively markers such as coins or small pieces of paper.

Layout

Set up the area with the burning farmstead in the centre – the building has been set on fire. Neither side may enter the burning area or shoot into or through it during the battle as explained below.

Six villagers are trapped in the burning farmstead. Place the six models or counters anywhere in the building.

Starting Positions

The Good models are placed first on their side of the playing area, no further forward than a line 18" from the farmstead.

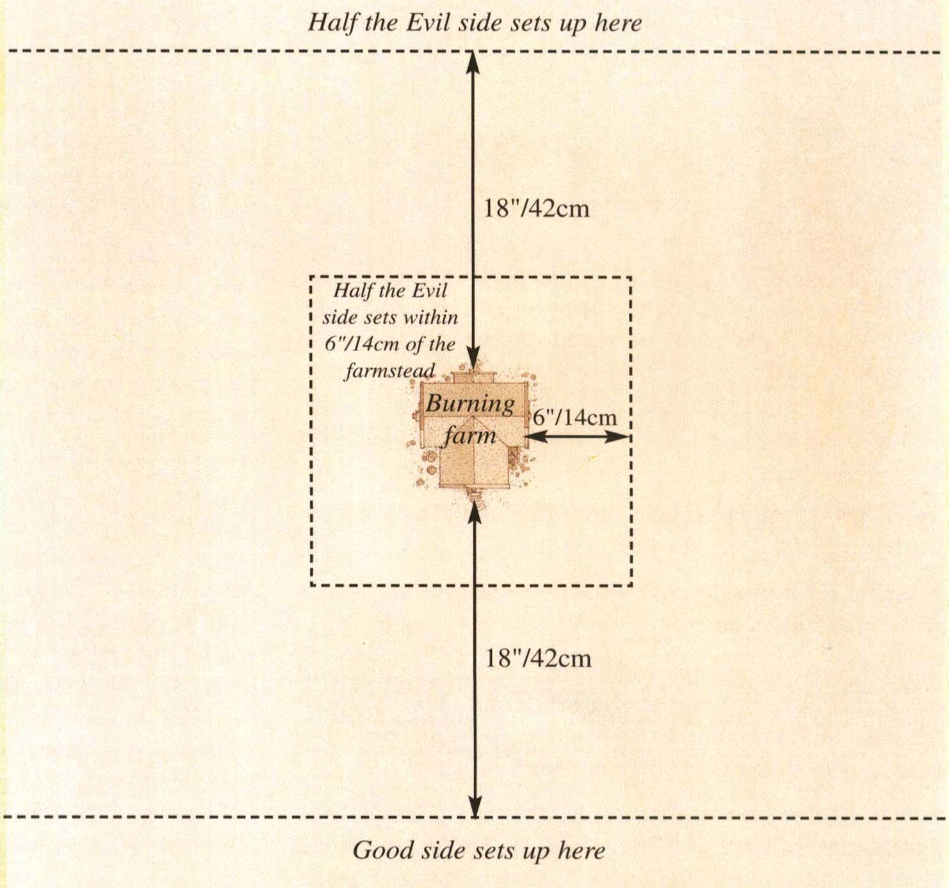
The Evil models are placed once the Good models are in position. Half of the Evil models are placed on their side of the playing area no further forward than a line 18" from the farmstead. The other half is placed anywhere within 6" of the burning farmstead.

Objectives

The Good side must attempt to rescue the trapped villagers from the farmstead and carry them to safety. The more they rescue the better – if the Good player manages to rescue at least four villagers he has won the game.

Points Match

If you want to play this game with other warriors choose an equal points value of troops for each side. Each side can choose warriors or Heroes up to the total agreed value, but neither side can spend more than a quarter (25%) of the points available on Heroes and no more than a third (33%) of the number of models on the Evil side can carry bows. For example, if you agree to play with a maximum of 500 points then they can spend up to 125 points on Heroes. In an Evil army of 40 models, no more than 13 can be armed with bows or crossbows. Don't worry if you can't spend all the points available – a few points short won't make any difference. Note that the Good side must choose at least some mounted models in order to achieve the Good side's objective – but we leave this to the player to judge.


Half the Evil side sets up here
18"/42cm
Half the Evil side sets within 6"/14cm of the farmstead
Burning farm
6"/14cm
18"/42cm
Good side sets up here

The Riders of Rohan defend the Westfold from the invaders.

The Evil side must attempt to slay the villagers – the special rules for this are given below. The more villagers slain the better the Evil player has done – if at least 4 villagers are slain then the Evil side has won the game.

Should 3 villagers be rescued and 3 slain then the result is a draw.

Special Rules

Desperate courage – The Riders of Rohan are prepared to nobly sacrifice their lives to save those of the innocent farmers trapped in the burning buildings. In the scenario the Good side doesn't need to take Courage tests if its force is reduced to 50% their initial numbers.

Burning Farmstead – Neither side may move models into or through the burning farmstead except for the villagers as noted below. Models cannot see through the farmstead because of all the smoke and cannot shoot into or through the farmstead for the same reason. A good way of representing smoke is to take some cotton wool and pull it into a billowing shape before placing it in the burning area.

Villagers risk death if confined within the burning farmstead for more than three turns. At the start of Turn 4, and at the start of each following turn, before rolling for Priority, roll a dice for each villager still trapped inside the farmstead. On the roll of a 1 that villager is overcome by the fire and killed. This means that the Good side will have to balance rescue attempts with forays against the Evil troops, whilst the Evil side can potentially win just by pinning down the Good warriors and keeping them away from the farmstead.

Villagers – The villagers are unarmed, badly traumatised, and suffering from the effect of smoke and flames. Whilst they remain in the farmstead they cannot be shot at or fought because of the clouds of smoke and the heat of the roaring flames. They can only leave the farmstead by being rescued. Once they have been removed from the burning farmstead villagers fall unconscious and become simple burdens – they can't be shot at or fought and are effectively ignored except as playing pieces.

To pick up a villager a rider must finish his move touching the farmhouse. One villager automatically drops behind his saddle. To deliver the villager to safety the rider must end his move touching the Good base line. The villager is automatically dropped and the rider is free to return unburdened in the following turn. A rider can only carry one villager at a time. Riders cannot transfer villagers to one another.

If a rider is slain or dismounted whilst carrying a villager, the villager becomes a casualty. If a villager is dropped anywhere other than the safety of the Good base edge he becomes a casualty.

Note that the special rules for picking up villagers are somewhat simpler than the usual rules for picking up and carrying passengers. We've done this deliberately to make the scenario easier for beginners, but it's also more appropriate for the scenario where the passengers are effectively inert burdens that must be moved from one place to another. If you feel confident you might like to use the more extensive rules for picking up and carrying passengers – we leave that for more experienced players to arrange if they so wish.

SCENARIO TWO – THE WRATH OF ROHAN

Description

In this battle Merry and Pippin have been captured by a band of Uruk-Hai who are taking them to their master Saruman for interrogation. The Uruk-Hai have been joined by a group of smaller Mordor Orcs – quarrelsome servants of Sauron. Together they have reached the edge of Fangorn forest where their camp has been surrounded by Riders of Rohan. The riders prepare to attack and destroy the evil creatures. The Evil player must try to break out with his captives before he is destroyed, whilst the Good player must attempt to destroy the Evil warriors before they retreat into the forest.

Participants

On the Good side there is Merry, Pippin, Eomer and a Captain of Rohan with 8 Riders of Rohan and 8 Riders of Rohan with throwing spears.

On the Evil side there are Grishnakh and Uglúk (he is a normal Uruk-Hai Captain equipped with armour, shield and sword), 10 Uruk-Hai with sword and shield, 5 Orcs with sword and shield and 5 Orcs with bows.

Points Match

If you want to play this game with different forces choose an equal points value for each side of at least 500 points per side. No more than a third (33%) of either side may be armed with shooting weapons.

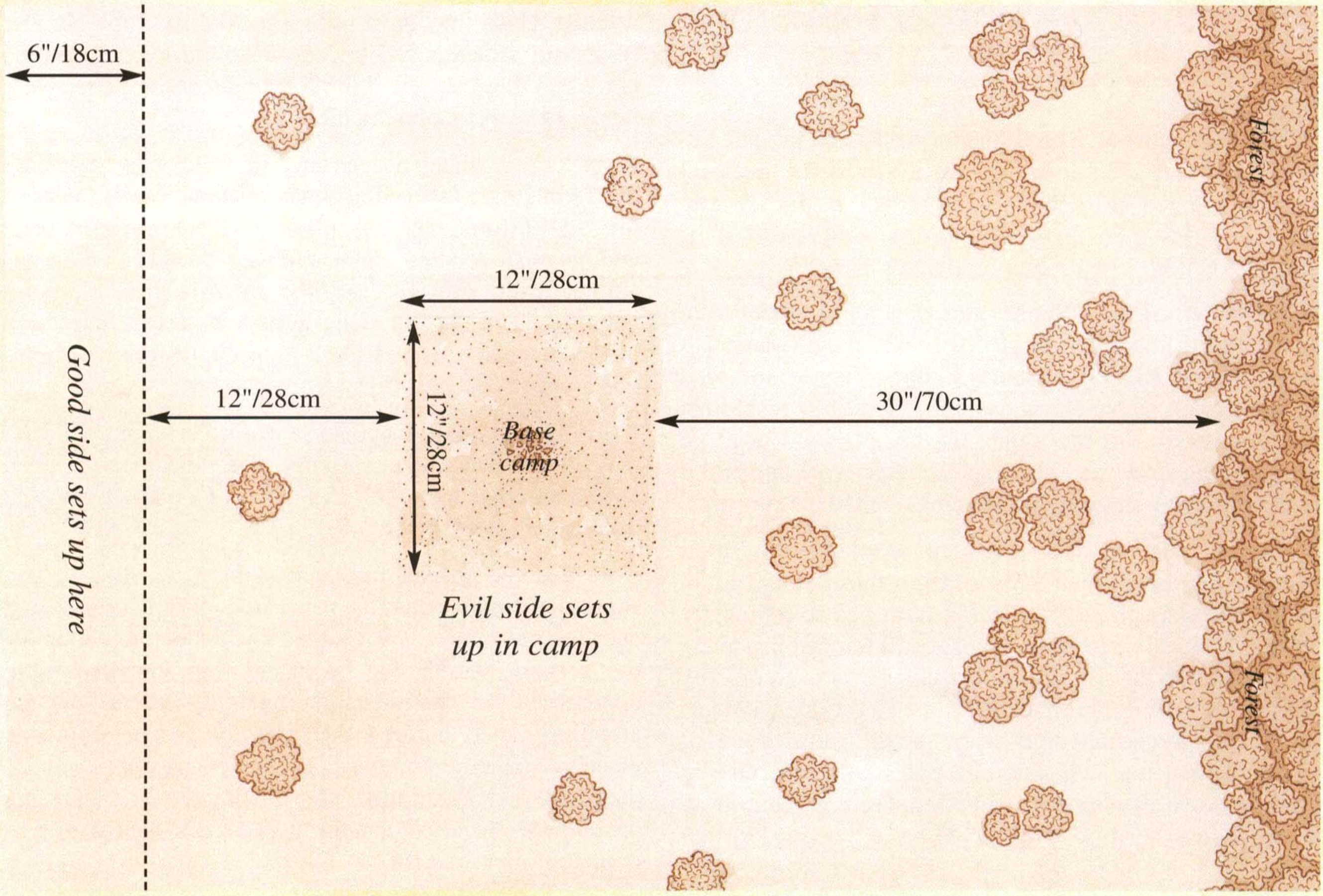
Layout

The battle takes place at the edge of the forest of Fangorn. One side of the table is the forest itself. The Orc camp is set up no closer than 30"/70cm from the forest's edge. There are a few scattered trees and patches of difficult terrain – becoming greater in number closer to the forest.

Starting Positions

The Evil side's models are deployed first in the area around their camp as shown on the map. The Riders of Rohan are set-up along the edge opposite Fangorn Forest on a line no closer than 12"/28cm to the Orc camp as shown on the map.

Merry and Pippin are placed in the centre of the Orc camp where they are being held prisoner. Each Hobbit must be placed next to a nominated Orc or Uruk-Hai 'guard' as noted in the special rules.



The Riders of Rohan show no mercy.

Objectives

The Evil side wins if it can get either Merry or Pippin off the board on the forest side. Any Uruk-Hai or Orc casualties sustained are not important – all that matters is getting the prisoners back to Isengard or Mordor.

If both Hobbits are slain before they reach Fangorn the Evil side loses – the Evil side needs to keep at least one Hobbit alive for interrogation.

The Good side wins if both Merry and Pippin reach the safety of Fangorn Forest by moving off the board on the forest side, unaccompanied by Orc or Uruk-Hai guards. The Good side also wins if it destroys all the Orcs and Uruk-Hai before the Evil side achieves its own victory conditions. Any Orcs or Uruk-Hai that leave the table are considered casualties and so count towards a Good victory.

Special Rules

Hobbit Prisoners – At the start of the game Merry and Pippin are prisoners in the Orc camp. The Evil player must assign one Orc or Uruk-Hai 'guard' to be placed next to each Hobbit so that they touch (alternatively, you may use the Uruk-Hai models carrying Merry and Pippin if you own them). A Hobbit cannot be moved by the Good player so long as the assigned guard is touching its Hobbit. Instead the prisoner is moved by the Evil player along with the guard and at the guard's own speed. Hobbit prisoners have no 'control zone' and so don't prevent other Evil models moving nearby. If the guard is engaged in combat, move the Hobbit aside to allow the Rohirrim to move in.

A Hobbit prisoner may not fight unless attacked by his own guard. This isn't likely to happen, as the Evil side needs to keep the Hobbits alive to win… but you know what these evil types are like so don't be too sure!

A Hobbit may not be passed from one guard to another. Each Hobbit remains with the original nominated guard until one of them is slain. This means the Evil player must develop a strategy to protect the guards – he cannot rely on simply passing the Hobbits from one to the other.

The Hobbit is automatically freed if his Orc or Uruk-Hai guard is killed. Once free the Hobbit moves and fights exactly like any other model on the Good side. A Hobbit can be recaptured. Any Uruk-Hai or Orc that defeats a Hobbit in a fight that involves no other Good models will recapture him automatically. The Uruk-Hai/Orc strikes no blows but takes the Hobbit prisoner instead, becoming his new guard.

The Rohirrim are not aware of the Hobbits' presence, so the Good side can shoot at a guard if the player wishes. However, any hits will be randomised as if Merry or Pippin were in combat with their guard, so this represents a very risky and rather desperate tactic for the Good side.

Hobbit Wargear – The Hobbits are captives and so have no wargear at all in this scenario. If they succeed in escaping their guards they fight with daggers, which we imagine they have picked up from the debris of battle.

SCENARIO THREE – WHEN WARGS ATTACK!

Description

In this battle a horde of Wargs, led by the evil Sharku, is about to attack the Rohirrim refugees as they make for the safety of Helm's Deep. Spotting a group of Warg scouts, Theoden, Aragorn, Legolas, and Gimli ride out together with the Riders of Rohan to intercept the force before it can reach the bedraggled column of women, children, and old folk. The battle is a bloody one and Sharku and his monstrous Wargs fight fiercely.

Participants

On the Good side is Theoden, Aragorn, Legolas (all mounted on horses) and Gimli (he starts the game as a passenger on Legolas' horse), together with 4 Riders of Rohan.

On the Evil side is Sharku, 10 Warg riders with bows and 10 Warg riders with throwing spears and shields.

Points Match

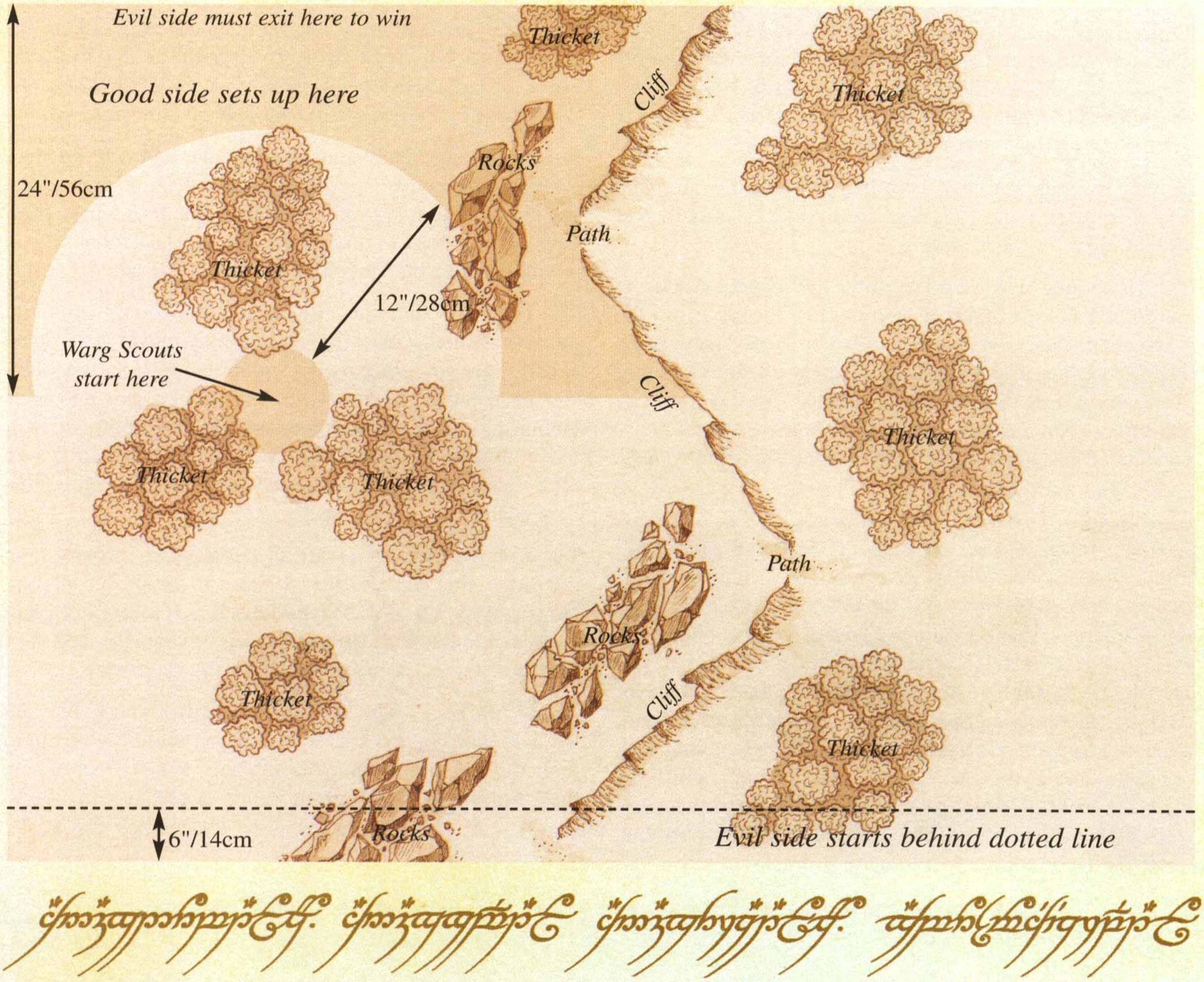
If you want to play this game with different forces choose an equal points value for each side of at least 500 points per side. No more than a third (33%) of either side may be armed with bows or crossbows.

Layout

The battle takes places amongst hilly and treacherous terrain with patches of dense undergrowth, rocks, and sheer drops. This makes the battle quite tricky for mounted models that need more room to fight than infantry do.

Set up the battlefield along the lines shown on the map with an Z-shaped escarpment running irregularly from one side of the table to the other and paths leading through roughly as shown. The drop should be quite severe – ideally about 4"/8cm – but if you can't manage this it is convenient to represent the escarpment with a line of rocks and simply assume there is a drop on one side.

In addition, there are plenty of big rocks and dense thickets or equivalent areas of woodland that are too dense for cavalry to enter. On the clifftop these should be placed to create clifftop paths that are wide enough for only one rider (ie, at least 40mm and less than 80mm).


Evil side must exit here to win
Good side sets up here
24"/56cm
12"/28cm
Warg Scouts start here
Thicket
Thicket
Rocks
Cliff
Path
Thicket
Thicket
Thicket
Cliff
Thicket
Path
Rocks
Cliff
Thicket
Thicket
6"/14cm
Rocks
Evil side starts behind dotted line

Sharku, leader of the Warg Riders.

Starting Positions

The two armies are set up on opposite sides of the table as shown on the map. The Evil side takes three models and places them in the middle of the upland area – these are the Warg rider scouts. The Good forces can then set up on the upland area as shown on the map, no closer to the Warg rider scouts than 12"/28cm. Once the Good side has deployed, Sharku and the remaining Evil troops can be placed within 6"/14cm of the Evil table edge on either the upland or lowland area.

Objectives

Sharku is leading his Wargs to attack the Rohan refugee column and must try to get as many of his warriors past the enemy and off the opposite upland edge of the table. Any Wargs that leave the table by this route have broken through to attack the column. The Evil side wins if it can get at least a quarter of its forces off the opposite upland edge (six models using the participant forces).

The Good side will win if it destroys enough enemy models to make their objective impossible to achieve (ie, the Evil side is reduced to less than 6 models when using the participant forces). However, the Good side cannot win if any Hero is killed. If any Good Hero is killed and the Good side would otherwise win then the result is a draw.

Special Rules

The edges of the cliff are treacherous and any models fighting combat nearby are in danger of slipping over the edge. If a model loses combat it must move 1"/2cm away from the victor. If a model retreating in this way moves within 1"/2cm of the cliff edge then roll a D6 immediately. On the roll of a 1, 2, or 3 the ground gives way and the model falls down the escarpment to the bottom. Note that this is a random roll so Heroes cannot use Might points to affect the score. Models falling over the cliff sustain falling damage based on the height of the escarpment. If cavalry models fall, the rider is automatically dismounted and rider and mount suffer falling damage independently.

SCENARIO FOUR – AMBUSH IN ITHILIEN

Description

A column of Sauron's troops is marching towards Gondor through the wooded land of Ithilien – unknown to them they are marching into a trap set by Faramir and his band of Rangers. The column is surrounded and taken by surprise, and many warriors are slain before the few remaining survivors flee to the uncertain safety of the nearby woods. This scenario is based on the exploits of Faramir and his Rangers in Ithilien but we have changed the protagonists from evil men to Orcs to allow you to use the current The Two Towers model range.

Participants

On the Good side is Frodo, Sam, Faramir and Damrod with 16 Rangers of Gondor with bows.

On the Evil side is 3 Orc Captains on foot with armour, sword and shield, 10 Orcs with sword and shield, 5 Orcs with spears, 5 Orcs with two-handed weapons, 10 Orcs with bows and 5 Warg riders with throwing spears and shields. The Evil player may also include Gollum if he wants to do so.

Points Match

If you want to play this game with different forces choose an equal points value for each side of at least 500 points per side. No more than a third (33%) of the Evil side may be armed with bows or crossbows.

Layout

The battle takes place along a narrow wooded road in Gondor. The road runs from one side of the table to the other and is surrounded by patches of dense wood and rocky outcrops.

Starting Positions

The Evil side must be deployed first – along the road in column no further forward than half way along the table. The road is wide enough to allow 4 models on foot to walk abreast but no more (100mm).

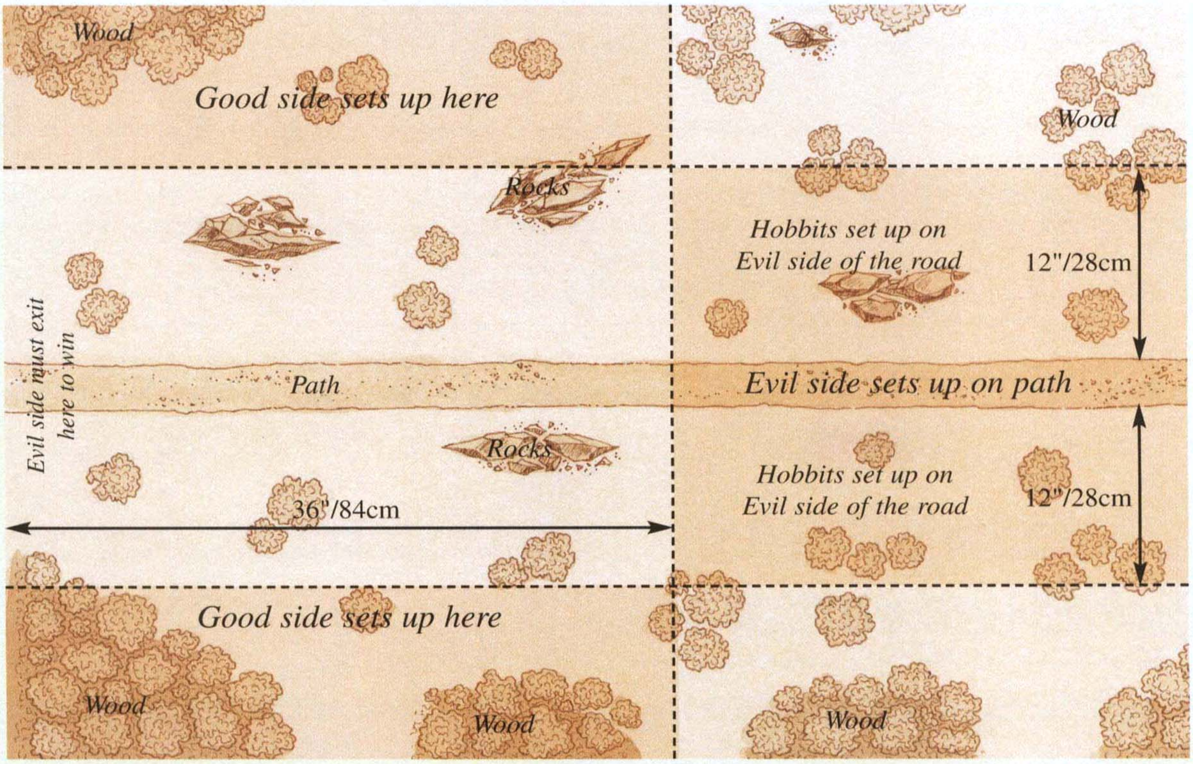
The Good side is deployed once the Evil side has set up. Apart from the Hobbits, models can be placed anywhere on their half of the table but no closer than 12" to the road. The Hobbits must be placed, with their two bases in contact, within 12" of the road on the same table half as the Evil column.

Gollum is placed near Frodo after both sides have set up their other models as described in the special rules for Gollum.

Objectives

The Good side wins if it destroys at least half the enemy models or drives them from any edge other than the opposite edge. All Evil models that leave the tabletop by any edge other than the opposite edge will count as casualties.The Evil side wins if it gets at least half of its models off the opposite side of the table. If Frodo is slain the Good side cannot win – but if they fulfil their other victory conditions it is a draw.

Faramir and his men spring an ambush on the servants of the Enemy.


Wood
Good side sets up here
Wood
Rocks
Hobbits set up on
Evil side of the road
12"/28cm
Evil side must exit
here to win
Path
Evil side sets up on path
Rocks
Hobbits set up on
Evil side of the road
12"/28cm
36"/84cm
Good side sets up here
Wood
Wood
Wood

The Rangers of Gondor and their Captain.

SCENARIO FIVE – DEEPING WALL

Description

A huge army of Uruk-Hai is assaulting the fortress of Helm's Deep – a towering refuge in the realm of Rohan. The walls of this mighty fastness have never been breached – but the Uruk-Hai have a new and secret weapon – a primitive explosive charge. If the Uruk-Hai can place this charge under cover of their attack the defenders of Helm's Deep will find themselves bereft of their strongest defences.

Participants

On the Good side is Aragorn, Gimli, Legolas and Haldir, (all on foot) as well as 8 Rohan warriors with swords and throwing spears and 8 Wood Elf warriors with bows.

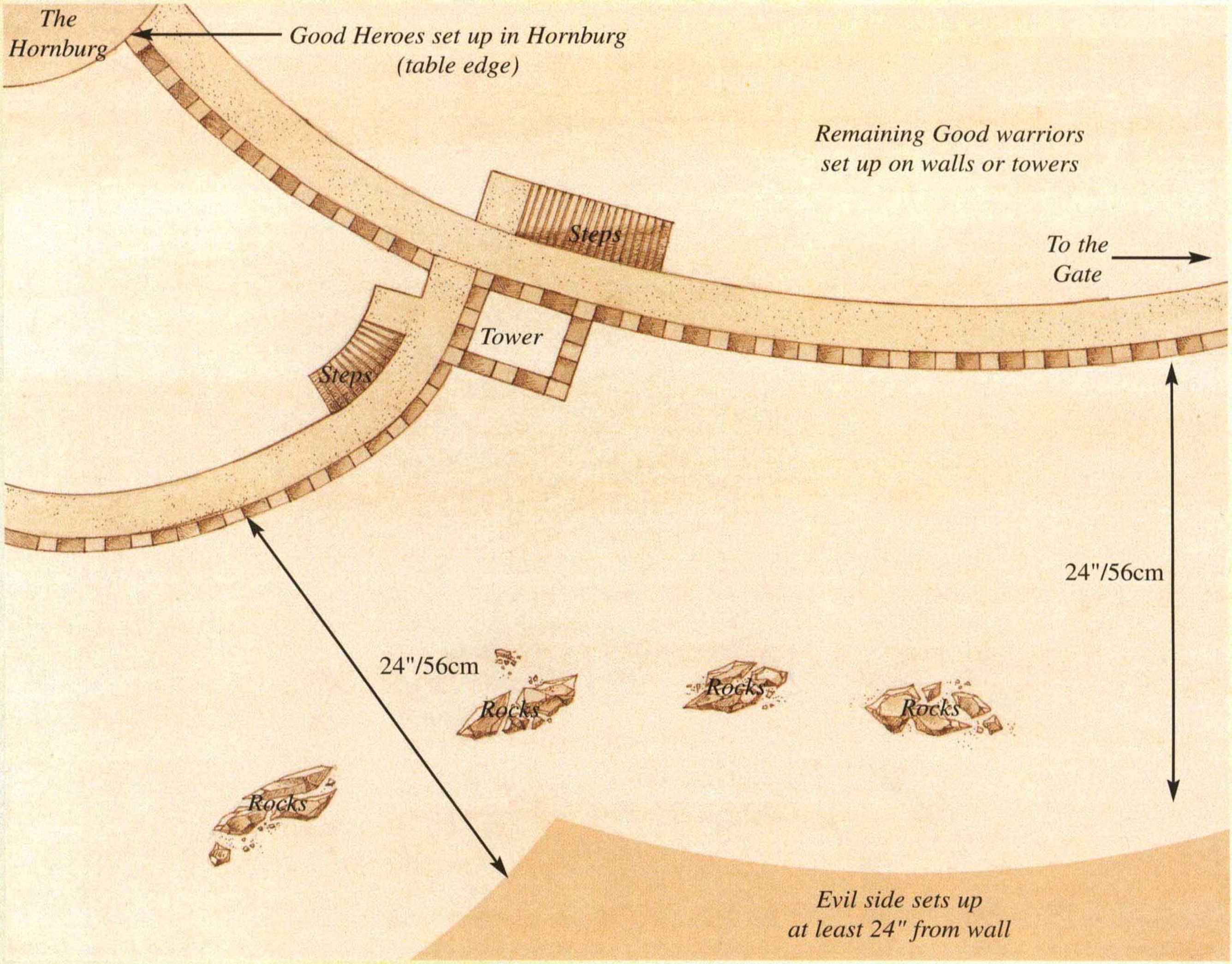
On the Evil side is 30 Uruk-Hai with swords, 10 Uruk-Hai with crossbows, 10 Uruk-hai Berserkers, an Uruk-Hai siege machine, 2 Uruk-Hai Bomb teams, and 3 Uruk-Hai captains. The Uruk-Hai can have up to 10 ladders (one per 5 Uruk-Hai troops).

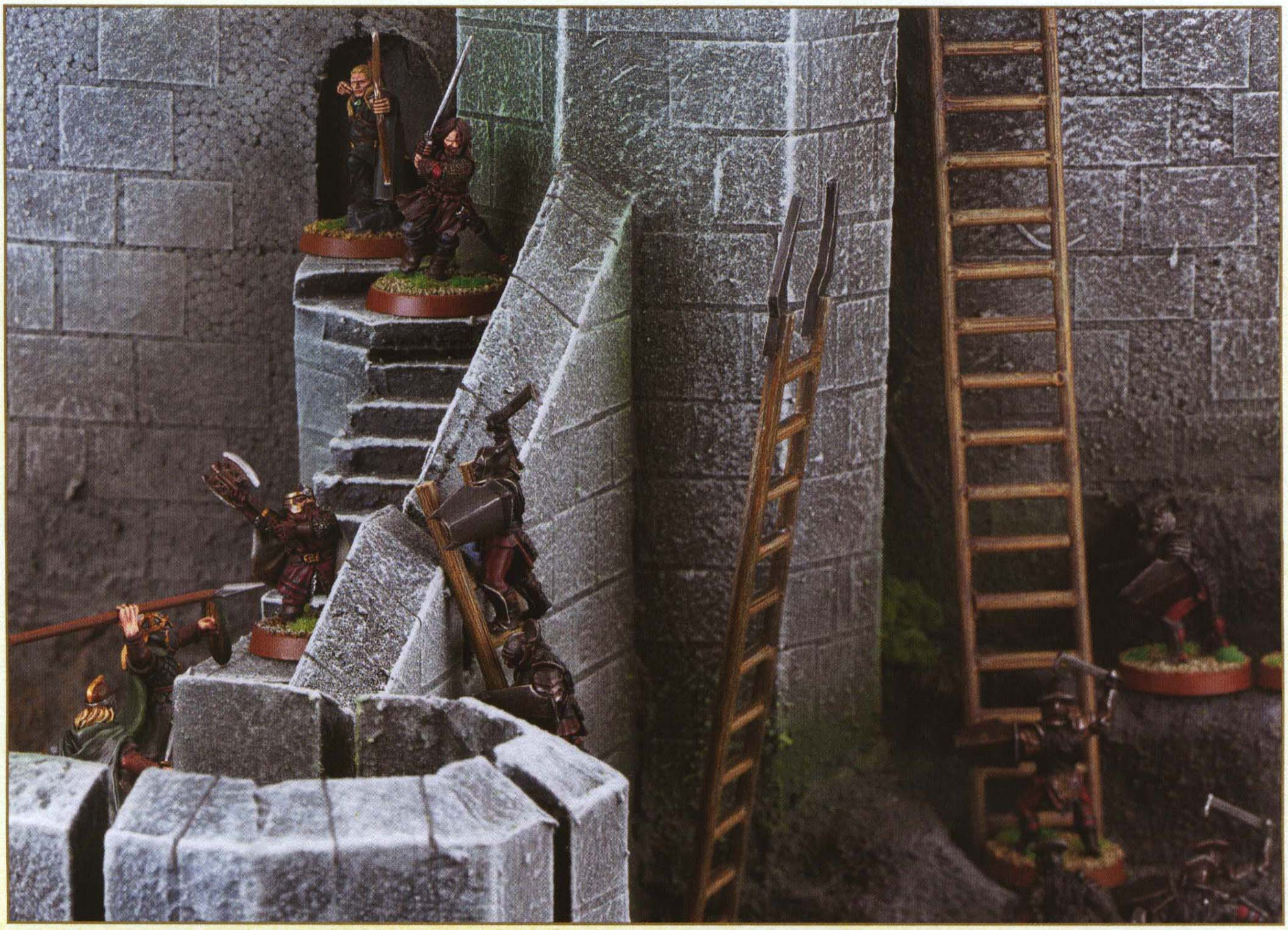
Points Match

If you want to play this game with different forces choose at least 500 points for the Good side and three times as many points for the Evil side. No more than a third (33%) of the Evil side may be armed with bows or crossbows.

Layout

The layout represents only a portion of the Deeping Wall and outer defences of Helm's Deep. The main wall lies across the table at an angle with the Hornburg at one end. There is no need to represent the Hornburg and it can be assumed to lie at the table edge. The whole defence line forms an inverted V-shape. One side of the table lies against the steep side of the valley – the other side continues towards the gate.


The Hornburg
Good Heroes set up in Hornburg (table edge)
Remaining Good warriors set up on walls or towers
Steps
To the Gate
Tower
Steps
24"/56cm
24"/56cm
Rocks
Rocks
Rocks
Rocks
Evil side sets up at least 24" from wall



"Twenty-three, master Elf!" The challenge between Gimli and Legolas continues.

Starting Positions

The Good side is deployed first. All the Good Heroes begin in the Hornburg. All other Good warriors start anywhere on their side of the defences including on the battlements or in the tower. Once the Good side has set up, the Evil side sets up anywhere on their side of the table but no closer to the walls than 24"/56cm.

Objectives

The Evil side wins if it has 10 or more models either on the Deeping Walls or on the Good side of the Deeping Walls at the start of any turn.

The Good side wins if it can destroy half of the Evil force before it achieves its objective.

Special Rule

If you are ambitious you can play this scenario and the next scenario – The Gateway – one after the other. The action of the Gateway takes place more or less at the same time as that of the Deeping Wall further along the next section of the battlements. Play the Deeping Wall scenario first. Then play the Gateway scenario.

If you play this way Aragorn, Gimli, Legolas and also Haldir will arrive at the Gateway in Turn 6 so long as they survive the fight at the Deeping Wall. Any wounds suffered will carry over into the next game, and any Might, Will or Fate expended in the first game will not be available for the second. For example, if Haldir is slain at the Deeping Wall he won't be able to take part in the Gateway. If Aragorn expends all of his Fate points at the Deeping Wall he won't have any left for the Gateway.

Notes. The walkways behind the defences need to be 50mm wide. This is wide enough for two models (thus allowing friends to pass) but sufficiently narrow that a single model can block all enemy movement. The walls need to be of a height that the attackers can climb their ladders in a single move.

We have found that this game hinges on the early success of the attackers, as once the Good Heroes arrive they can easily clear the walls. Most Evil players like to divide the attack to the left and right of the defences, thus splitting the Good forces and obliging the Heroes to decide which way to go as soon as they arrive. Some luck with the demolition teams is helpful!

SCENARIO SIX – THE GATEWAY

Description

The Evil forces launch a full scale assault upon the gateway of Helm's Deep, defended by Theoden and a mere handful of warriors. In this game the Evil attackers must attempt to overwhelm the defences before the arrival of reinforcements.

Participants

On the Good side there is Gamling, Aragorn, Legolas and Gimli (all on foot), 8 Warriors of Rohan armed with throwing spears and shields and 2 Warriors of Rohan armed with bows.

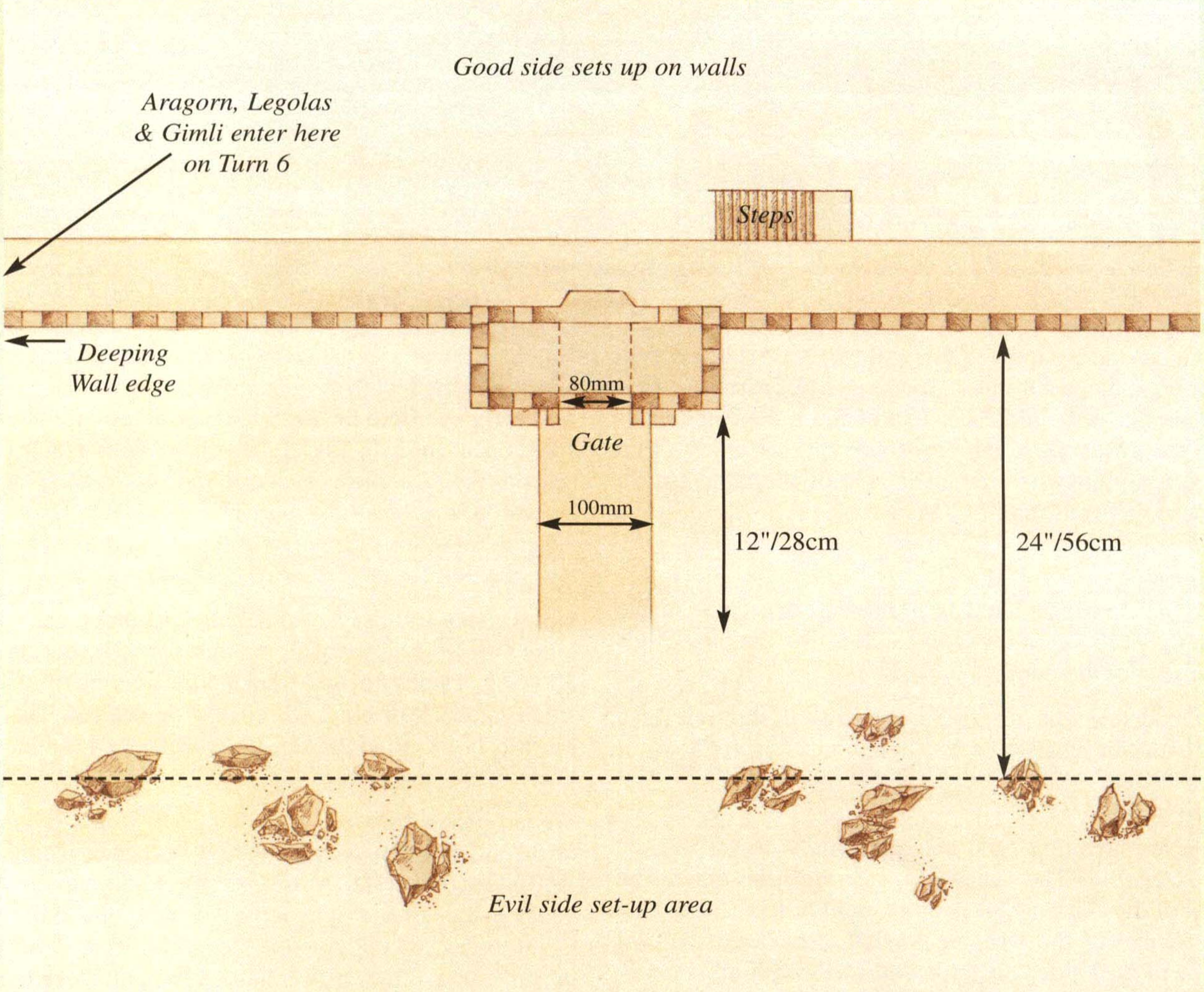
On the Evil side is 30 Uruk-Hai with swords and shields, 10 Uruk-Hai with crossbows, 10 Uruk-Hai Berserkers, 2 Uruk-Hai war machines and crew, and 2 Uruk-Hai Captains armed with swords, heavy armour and shields. The Evil side has a ram and up to 6 siege ladders to distribute amongst the attackers as required.

Points Match

If you want to play this game with different forces choose at least 500 points for the Good side and three times as many points for the Evil side. No more than a third (33%) of the Evil side may be armed with bows or crossbows.

Layout

The Deeping Wall runs across the table with the gatehouse and causeway in the centre. The causeway carries the road up to the gate and should, ideally, be raised above the table surface a distance of about 6"/14cm. This will probably prove quite difficult to achieve – so don't worry if you have to reduce the height of the causeway somewhat. If you can't manage to raise the causeway significantly then assume there is a drop that is too high to jump and which causes three strength 3 blows to anyone falling off the edge.



The Uruk-Hai meet a warm welcome on the walls of Helm's Deep.

Starting Positions

The Good side sets up first. Gamling and the Rohan warriors can be placed anywhere on the battlements or gatehouse. If playing a points match then set up no more than half the Good side in this way and no more than one Hero.

Aragorn, Gimli and Legolas enter the battle on Turn 6. They are placed at the edge of the Deeping Wall at the start of the turn. In the case of a points match this applies to the rest of the Good army.

The Evil side can set up anywhere on its side of the fortifications but no nearer than 24"/56cm to the walls.

Objectives

The Evil side wins if it has at least 15 models either on the battlements of Helm's Deep or on the other side of the defences at the start of any turn.

The Good side wins if it can slay at least half of the Evil side without losing any of the Heroes. If any Good Hero is killed and the Good side slays at least half the attackers then the result is a draw.

Special Rule

If you are ambitious you can play this scenario and the previous scenario – The Deeping Wall – one after the other. The action of The Gateway takes place more or less at the same time as that at the Deeping Wall further along the next section of the battlements. Play the Deeping Wall scenario first. Then play The Gateway scenario.

If you play this way Aragorn, Gimli, Legolas and Haldir will arrive at the Gateway in Turn 6 so long as they survive the fight at the Deeping Wall. Any wounds suffered will carry over into the next game, and any Might, Will or Fate expended in the first game will not be available for the second. For example, if Haldir is slain at the Deeping Wall he won't be able to take part in the Gateway. If Aragorn expends all of his Fate points at the Deeping Wall he won't have any left for the Gateway.

Notes. When setting up this game it is important that the width of the gateway is about 80mm, so that it is impossible to get past two well-placed defenders, but that a single defender cannot block the entire gateway once he has been engaged in combat.

We have found that at the start of the game the defenders may be better off keeping out of sight of the enemy as they can ill afford to lose casualties and Uruk-Hai are very resistant to arrow fire!

We have also found that Uruk-Hai who reach the walls are often better off leaping over, risking the drop, rather than stand around fighting the Good Heroes. Jumping off high walls is far safer than standing man-to-man with Aragorn.

SCENARIO SEVEN – THEODEN RIDES OUT

Description

In this scenario the beleaguered defenders of Helm's Deep ride out from the Great Hall and into the midst of their enemies. It is a desperate act of defiance in the face of what would be certain death were it not for the fortuitous arrival of re-inforcements at the last minute. What began as an act of heroic sacrifice becomes an attempt to join forces with the relief force. This scenario can be fought as part of a sequence with the following scenario – The Relief of Helm's Deep.

Participants

On the Good side there is Theoden, Gamling, Aragorn, Legolas (all mounted on horses), Gimli, and 4 Riders of Rohan with throwing spears and bows.

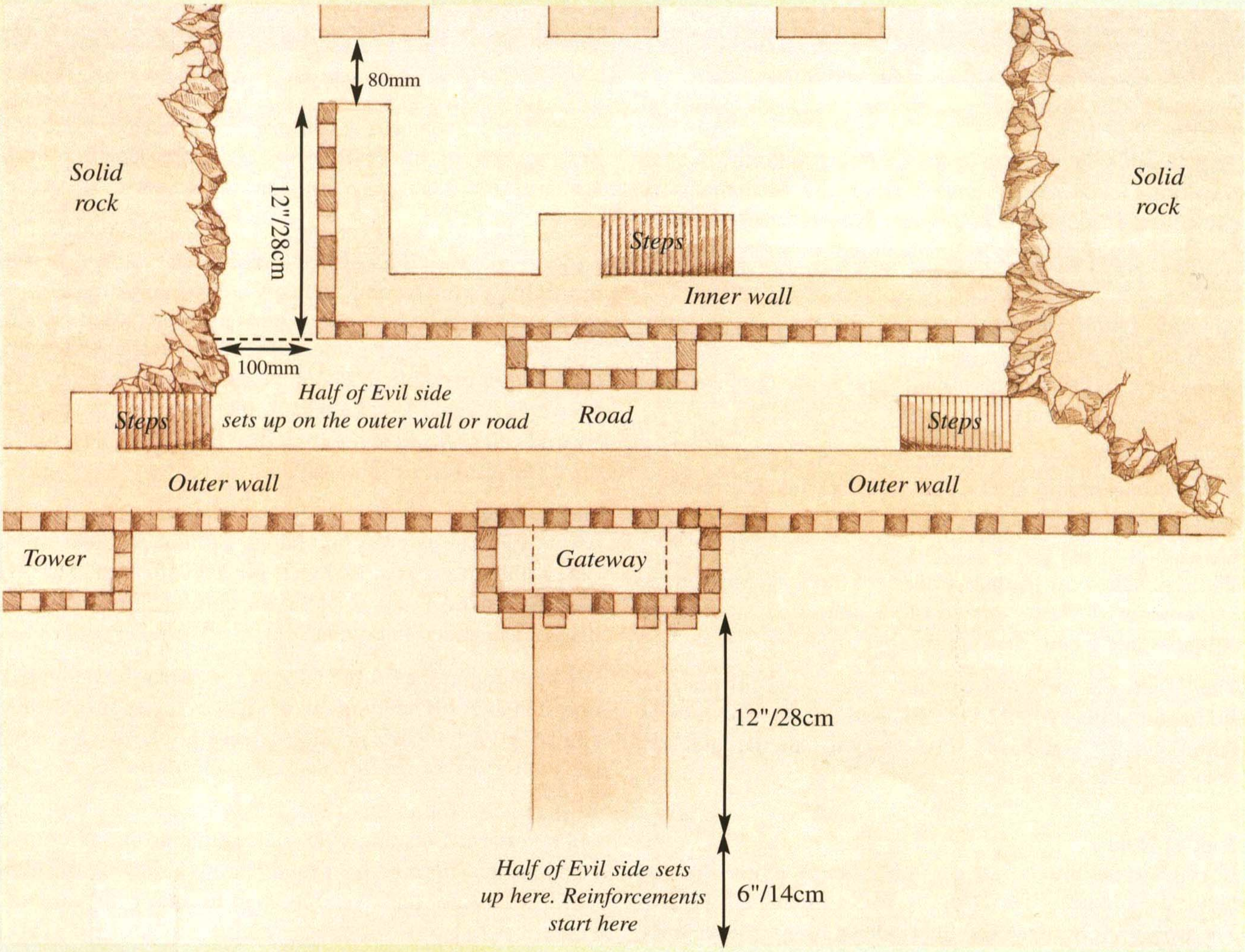
On the Evil side is 8 Uruk-Hai with swords and shields and 8 Uruk-Hai with crossbows, with 2 Uruk-Hai Captains with swords, armour and shields. From Turn 5 onwards the Evil side is reinforced each turn by a further Uruk-Hai Berserker and 4 Uruk-Hai with swords and shields.

Points Match

If you want to play this game with different forces choose at least 500 points for the Good side and half as many points for the Evil side. No more than a half (50%) of the Evil side may be armed with shooting weapons. From Turn 5 the Evil side receives further troops each turn. These are equivalent to a tenth (10%) of the value of the Good side and no reinforcing troops can carry shooting weapons. For example, if the Good side is 500 points, the Evil side has 250 points and the reinforcements are 50 points per turn.

Layout

The layout represents the courtyard of the Great Hall of Helm's Deep, the surrounding defences, and causeway as shown on the map. For this game we have deliberately chosen to represent the walls of Helm's Deep using straight wall sections rather than curves – curves are hard to make or improvise!


80mm
Solid rock
12"/28cm
Steps
Inner wall
Solid rock
100mm
Half of Evil side sets up on the outer wall or road
Steps
Road
Steps
Outer wall
Outer wall
Tower
Gateway
12"/28cm
Half of Evil side sets up here. Reinforcements start here
6"/14cm

Starting Positions

The Good side is deployed first at the gateways of the Great Hall.

Once the Good side has set up, the Evil side sets up in two halves. The first group: 1 Uruk-Hai Captain, 4 Uruk-Hai with swords and 4 Uruk-Hai with crossbows are set up either on the outer walls, or along the road but no closer than 12" to the entrance to the courtyard as shown on the map. The remainder: 1 Uruk-Hai Captain, 4 Uruk-Hai with swords and 4 Uruk-Hai with crossbows are set up along the approach to the causeway as shown on the map. Remaining Evil troops do not start the game on the table but enter in following turns.

Objectives

The Good side wins if all the Heroes reach the end of the causeway and position themselves within the Evil deployment zone in front of the causeway.

The Evil side wins if it kills one or more Heroes – at which point the Good side cannot complete its victory conditions.

Special Rule

Reinforcements – The Evil troops pour into Helm's Deep as fast as they can as they attempt to stem Theoden's charge. From Turn 5 onwards the Evil side receives 5 reinforcements at the start of each turn. These consist of 1 Berserker and 4 Swordsmen. These are placed within the deployment area just infront of the causeway. Reinforcements must be placed at least 1"/2cm from any enemy models. If it is impossible to position the reinforcements as described, they are placed either side of the normal deployment zone within 6"/14cm of the table edge as shown on the map.

Because the Evil side is being continuously reinforced it is difficult, as well as inappropriate, to calculate when the force is reduced to half strength. So, to represent the enormous flood of Evil troops, and to make life a little easier, the Evil side cannot be reduced to half strength in this scenario. No matter how many are slain there are thousands more waiting to reinforce them.

Joining the Scenarios – If you are ambitious you can play this scenario and the next scenario – The Relief of Helm's Deep – one after the other. The defenders ride out towards the relief force, fighting their way through the enemy lines to join Eomer and Gandalf.

If you play this way Aragorn, Gimli, Legolas and Theoden will take part in the Relief of Helm's Deep scenario only if they survive the Theoden Rides Out scenario. Any wounds suffered will carry over into the next game, and any Might, Will or Fate expended in the first game will not be available for the second. They will also start the scenario on foot if their horse has been killed in the first game. So, for example, if Aragorn is slain when Theoden Rides Out he won't be able to take part in the Relief of Helm's Deep. If Gimli expends all of his Fate points when Theoden Rides out he won't have any left for the Relief of Helm's Deep.

Notes. The width of the causeway is critical. The causeway that runs from the inner courtyard of Helm's Deep needs to be as near to 100mm wide as possible– wide enough for 2 cavalry models or 4 warriors on foot tightly packed.

The Good victory conditions largely determine the course of this game, leaving little room for tactical finesse on the part of Theoden and his troops. The most important thing is to keep the Heroes alive – but you have to balance that against their fighting effectiveness.

The Evil player has a harder job as his forces are divided and those closest to the enemy are to be sacrificed in a holding action whilst the remainder take up their position. The longer you hold up Theoden and his troops the more reinforcements arrive. There is the option of detailing some shooters to take up positions on the battlements where they are safe from attack but can do little to slow down the enemy. On the other hand a chance shot can make all the difference, as you only have to slay one Hero to win the game.

Theoden, King of Rohan.

SCENARIO EIGHT – THE RELIEF OF HELM'S DEEP

Description

In this climactic battle the besieging forces at Helm's Deep find themselves fighting enemies in front and behind as a huge relief force arrives to save the day. However victory is by no means certain – the Evil army is both numerous and dangerous and it will be a hard fight before Helm's Deep is safe. This is a very large and ambitious fight involving substantial forces on both sides – a suitable finale to the siege of Helm's Deep. It's not really a good idea to play this scenario until you have learned the rules and played a few of the small encounters, but for ambitious and experienced players it makes for a very close fought and epic game.

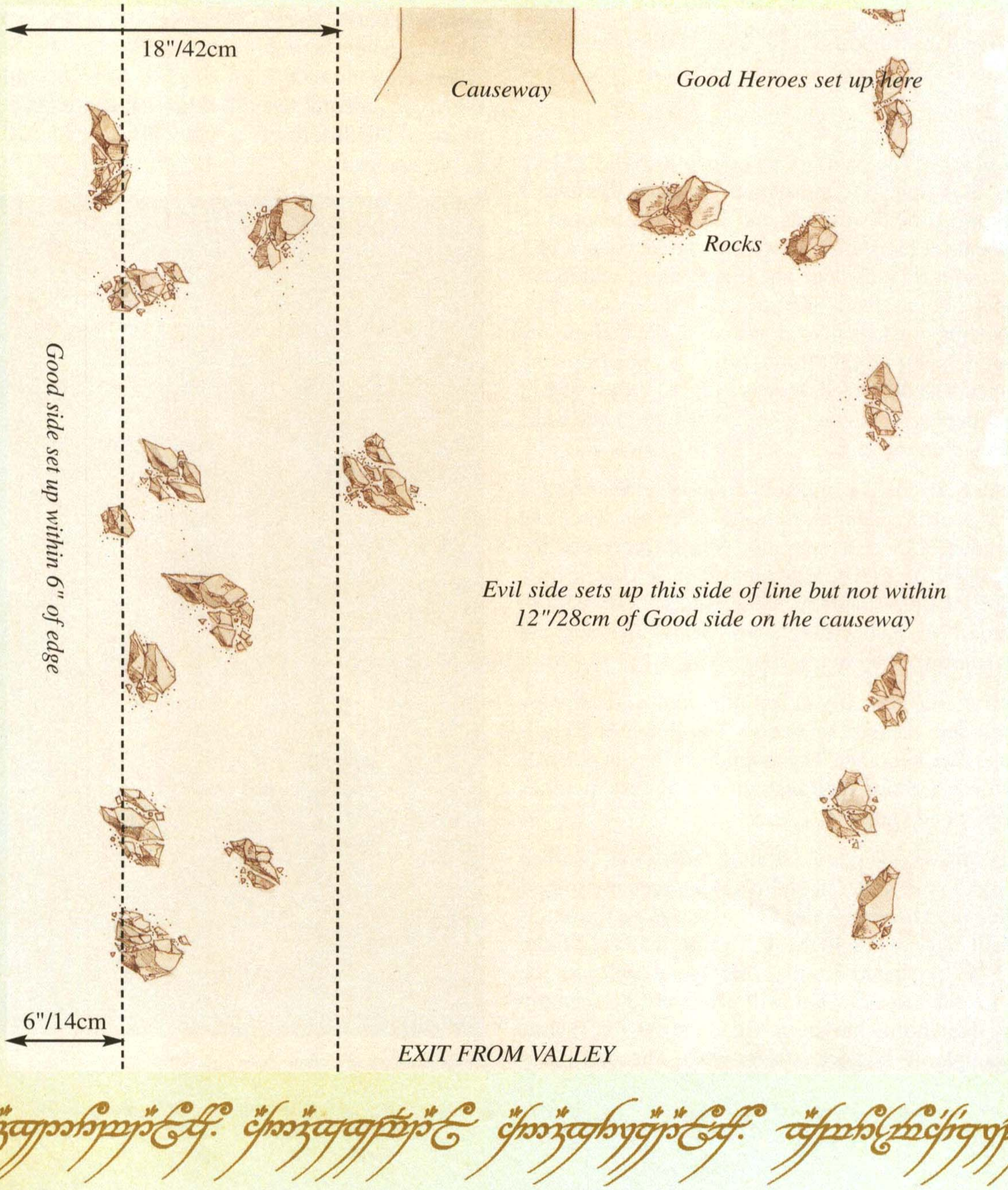
Participants

On the Good side is Theoden, Gamling, Aragorn, Eomer, Gandalf and Legolas (all mounted on horses), Gimli, 24 Riders of Rohan armed with throwing spear and bow and 10 Warriors of Rohan armed with shield and throwing spears.

On the Evil side is 20 Uruk-Hai with swords and shields, 20 Uruk-Hai with pikes, 20 Uruk-Hai with crossbows, 10 Uruk-Hai Berserkers, and 4 Uruk-Hai Captains.

Points Match

If you want to play this game with different forces choose at least 500 points for each side. No more than a third (33%) of the Evil side may have shooting weapons.



18"/42cm
Causeway
Good Heroes set up here
Rocks
Good side set up within 6" of edge
Evil side sets up this side of line but not within 12"/28cm of Good side on the causeway
6"/14cm
EXIT FROM VALLEY

Layout

The layout represents the valley immediately outside the walls of Helm's Deep with the causeway and gateway at one extreme edge. The long table edges represent the steep valley sides and the far edge the exit from the valley itself.

Starting Positions

Theoden, Aragorn, Legolas, Gimli, Gamling and the 10 Warriors of Rohan are placed first on the causeway.

The entire Evil army can be deployed anywhere on the table other than within 12"/28cm of Good models already deployed or within 18"/42cm of the valley edge where the remainder of the Good army will deploy.

Gandalf, Eomer, and the Riders of Rohan are placed along the valley side edge with 6"/14cm of the edge as shown on the map.

The map is an essentially open battlefield but with some rocky bits along the edge where the Riders deploy. This is to slow them up a bit.

Objectives

The Good side wins if it can either destroy half the opposing army without losing any Heroes, or destroy the entire Evil army without losing more than one Hero.

The Evil side wins if it prevents the Good side from achieving its victory conditions.

Special Rules

Joining Battles – If you are ambitious you can play this scenario as a follow on to Theoden Rides Out as explained in the special rules for that scenario. If all the Good Heroes are all slain when Theoden Rides Out it does make it rather a hard game for the Good side – but conversely it does mean the Evil side has to destroy both Gandalf and Eomer to win, no easy task in itself!

Notes. This is a big battle and one that plays well with larger forces and a points match chosen from the Force lists. The Evil victory conditions have been arranged so that the Evil side stands a chance of winning simply by taking down the Good Heroes, as in a prolonged fight the Evil side cannot realistically hope to overcome the combined Good force. The Evil side has to pick its targets and concentrate its efforts against them in order to win. The Good side has to inflict as much damage as possible before any of the Heroes become dangerously weakened.

The Uruk-Hai storm the defences.

SCENARIO NINE – OSGILIATH

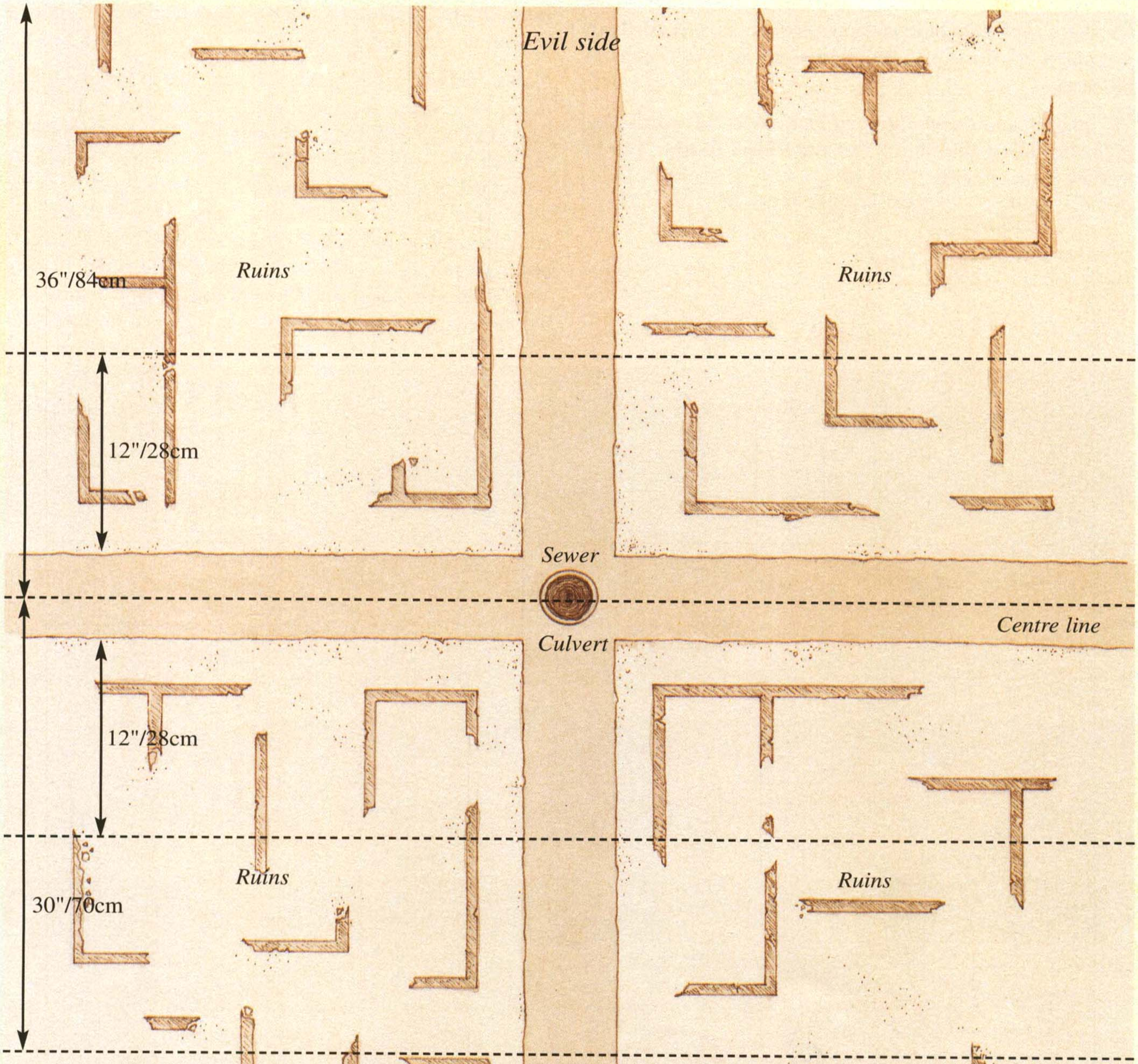
Description

In this battle the Ringbearer and his companions must reach the secret entrance into the sewers beneath Osgiliath – by this means they can escape the city and continue their journey towards Mordor. The city is a battleground between the Good and Evil forces – and the Ringbearer must risk all before the Evil forces cut off his route of escape.

Participants

On the Good side there is Frodo, Sam, Faramir, Damrod, a Captain of Gondor with armour, shield and sword, 8 Rangers of Gondor with bows, 8 Gondor Warriors with spears and shields, and 8 Gondor Warriors with bows.

On the Evil side there are 2 Orc Captains on foot with armour, shield and sword, 20 Orcs with swords and shields, 20 Orcs with spears, and 20 Orcs with bows. As the Ringbearer is included, the Evil player can also include Gollum if he wishes.


Evil side
Ruins
36"/84cm
Ruins
12"/28cm
Sewer
Culvert
Centre line
12"/28cm
Ruins
30"/70cm
Ruins
Good side

Frodo and Sam hide from the minions of Sauron.

Points Match

If you want to play this game with different forces choose a points value for the Good side of at least 500 points and choose double the number of points for the Evil side. No more than a third (33%) of the Evil side may be armed with shooting weapons.

Layout

The battle takes place amidst the ruins of Osgiliath – once the fairest city in all of Gondor but now a rubble-strewn battlefield. Ruinous roads run across the table from all four edges, making a crossroads. Otherwise, the battlefield is a patchwork of ruined buildings and rubble. There is an old culvert in the centre of the crossroads that forms a secret entrance to the sewer network beneath the city.

Starting Positions

The Evil side must place half its army first, forming an advance force. This advance force is placed on their half of the table and no closer than 12"/28cm to the centreline as shown on the map. The remaining half of the Evil force is not placed on the table at the start of the game but arrives later as reinforcements. These enter from the Evil side edge (36"/84cm from the centreline) on Turn 4.

The Good side places its forces once the Evil forces are in place. Up to half the Good force can be placed on their half of the table and no closer than 12"/28cm to the centre line as shown on the map. The remainder of the Good force must be placed along the indicated edge no closer than 30"/70cm from the centreline. The Ringbearer must be amongst the models placed along the edge of the table.

Gollum is placed last by the Evil side. He must be placed near the Ringbearer in accordance with the rules for Gollum.

Objectives

The Good side wins if both Frodo and Sam reach the culvert and escape.

The Evil side wins if it can slay any two Good Heroes before Sam and Frodo have escaped. The Evil side also wins if Frodo is slain.

If Frodo escapes without Sam the game is a draw.

Special Rules

The Culvert – Only Frodo and Sam can enter the culvert – if they do so they are removed from the game and have escaped. Once either Frodo or Sam reaches the culvert in the Move phase roll a dice to see if the entrance is passable. On a roll of 1, 2, or 3 the entrance is too heavy to move aside at once – the Heroes may not enter until next turn. On the roll of a 4, 5, 6 the entrance moves easily and the Heroes enter the culvert immediately.

Reinforcements. The distance covered by the reinforcements and the turn they enter the game is pivotal to this scenario. If your table isn't large enough to allow the Evil reinforcements to set up sufficiently distant just bring them on later to take account of the reduced distance.

SCENARIO TEN – ISENGARD

Description

This scenario is inspired by the attack on Isengard by Treebeard, and Saruman's final confrontation with Gandalf and the army of King Theoden. Although based upon events that happen in The Two Towers movie, the game combines the earlier attack of the Ents with the later confrontation between Gandalf and Saruman. The result is a fairly complex game involving some diverse and interesting troop types and a large selection of Heroes.

Participants

On the Good side are Aragorn, Legolas, Gandalf, Theoden and Gamling (all mounted on horses), Gimli, Merry, Pippin, and Treebeard.

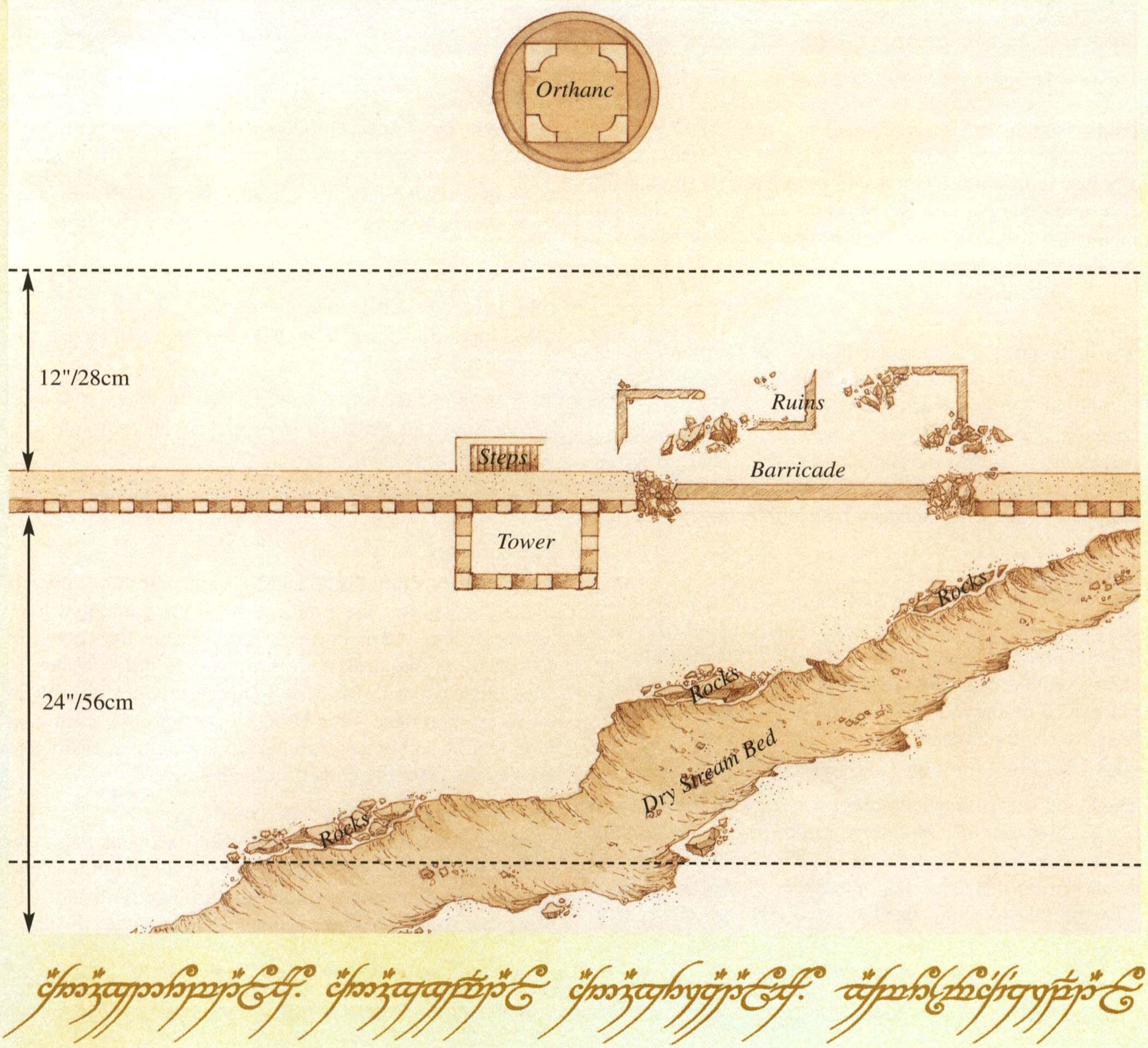
On the Evil side is 20 Uruk-Hai with swords and shields, 10 Uruk-Hai with crossbows, 5 Uruk-Hai Berserkers, 10 Uruk-Hai with pikes, 2 Uruk-Hai Captains with swords, armour and shields, Saruman, and Grima Wormtongue.

Points Match

If you want to play this game with different forces choose at least 500 points for each side. No more than a quarter of any side may be armed with bows or crossbows.

Layout

The layout represents the Tower of Orthanc and a section of the partly ruinous defences around Isengard. A stream has been dammed to provide a header lake and water power for Saruman's workshops – the dry stream bed runs around the defences providing some cover for the attackers. The breached part of the wall has been filled in with a barricade and the area immediately behind consists of rubble and ruin.



Starting Positions

The Evil side sets up first (apart from Grima) and can deploy anywhere on the battlements or behind the walls. Saruman must be placed in the Tower of Orthanc.

The Good side can start anywhere on their side of the defences but no closer to the walls than 12"/28cm.

Grima is placed last in accordance with the usual rules for Grima Wormtongue.

Objectives

The Good side wins if at the start of a turn there are no Evil models within 12" of the walls other than Saruman or Grima. If they achieve this they have driven the enemy away and Saruman becomes trapped in the Tower of Orthanc. If Aragorn or Gandalf are slain before this happens the Good side cannot win. If they fulfil their objective but Aragorn or Gandalf have been slain the result is a draw.

The Evil side wins if it kills two or more Good Heroes, including either Aragorn or Gandalf. If Saruman is slain before this happens the Evil side cannot win. If they fulfil their objective but Saruman has been slain the result is a draw.

Special Rules

The Tower of Orthanc is impervious to attack – it cannot be breached and its doors cannot be broken down. It would be impractical to make a scale model of the tower so we suggest using a tower about 300mm tall with a flat roof. This will serve to give an impression of the mighty structure. Models can be placed on the roof and can be positioned behind the battlements to take advantage of cover – which suits our gaming purposes quite adequately!

Notes. The Good side has two possible routes of attack – over the barricade and through the wall using Treebeard's stone-smashing ability. The player must decide whether to go for a two-pronged attack or smash his way through as quickly as possible, reducing his Heroes' exposure to attack. Merry and Pippin are best deployed to keep Grima occupied as their fighting abilities are inconsequential and they make tempting targets.

The Evil side's chief asset is the high Strength values of the Uruk-Hai – try to use the crossbows to inflict wounds on Gandalf or Aragorn or force them to use up their Fate and Might points. Use the other troops to keep the Good Heroes occupied. The Palantir allows Saruman to Blast the Good heroes no matter where they are, not only causing potential damage but further delaying their advance. Grima should try to follow Aragorn around, whispering poisonous, dispiriting things into his ear and forcing him to expend Might at double rate.

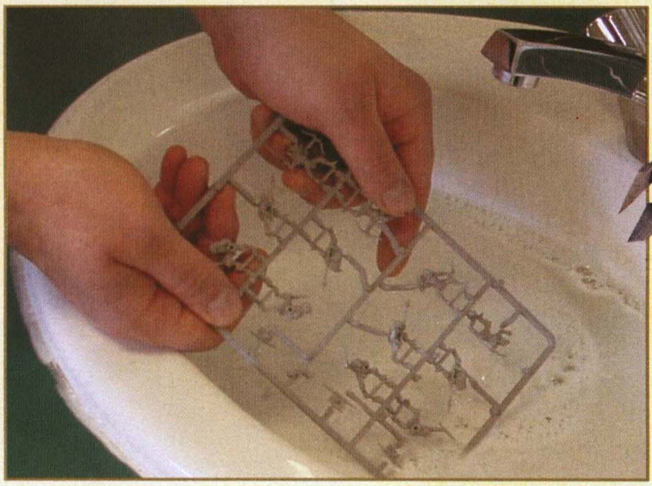
Saruman is trapped!

THE MINIATURES

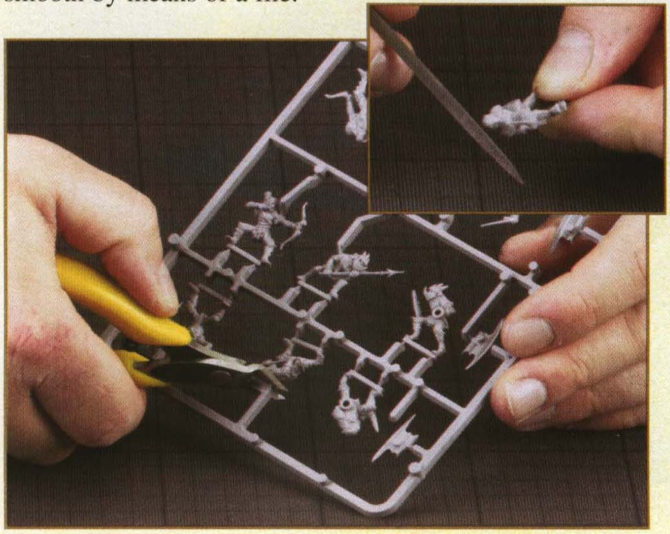
The Lord of The Rings gaming miniatures are made from either rigid plastic or high quality pewter. The plastic models are an ideal starting point for a collection – they provide the player with a core of warriors at relatively little cost. The metal models are hand-cast pieces available either as boxed sets or in display packs.

ASSEMBLING PLASTIC MODELS

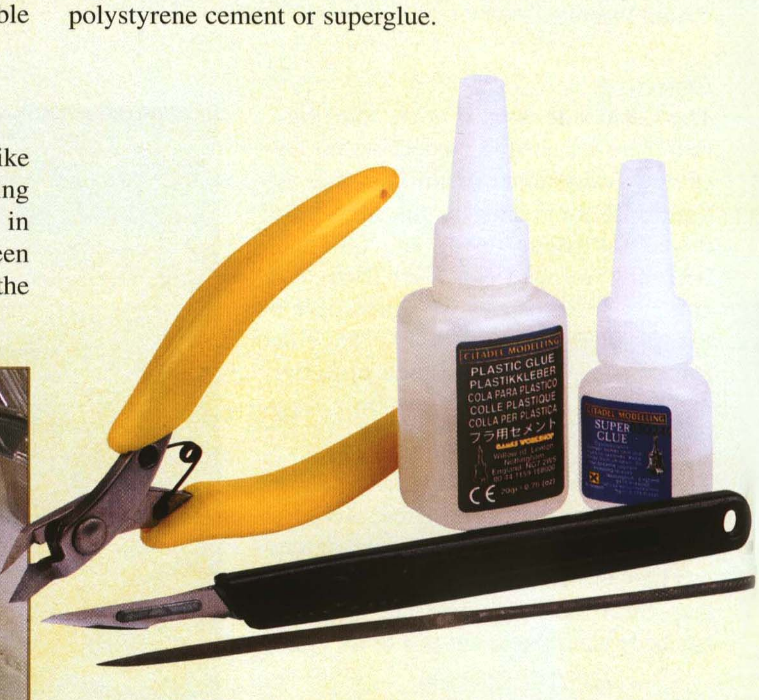
Plastic mouldings are produced as a sprue – just like plastic aeroplane and other model kits. Before assembling the models it is a good idea to wash the entire sprue in warm water to which a little washing-up liquid has been added. This will remove any residual lubricant from the mould.



Pieces can be removed from the sprues using modelling clippers or a suitable craft knife. If desired any attachment scars can be gently pared away with a craft knife or filed smooth by means of a file.

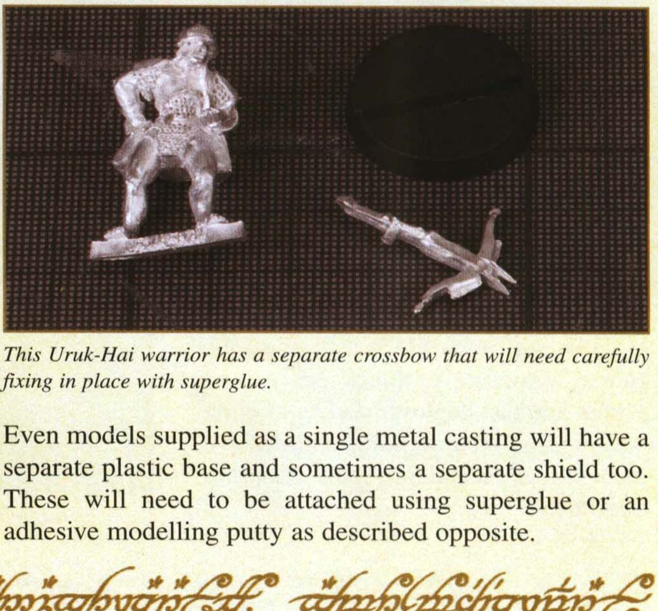


All models have separate bases and, in addition, some models have separate shields. All of the plastic models are designed to fit together without glue, but we recommend that plastic models are glued together using either polystyrene cement or superglue.



ASSEMBLING METAL MODELS

The Lord of The Rings miniatures range includes both small and large models. Some are cast in a single piece whilst others come as kits of several components. Generally speaking, most of the man-sized creatures are single-piece castings whilst the largest monsters, such as the Balrog, are multi-piece models.

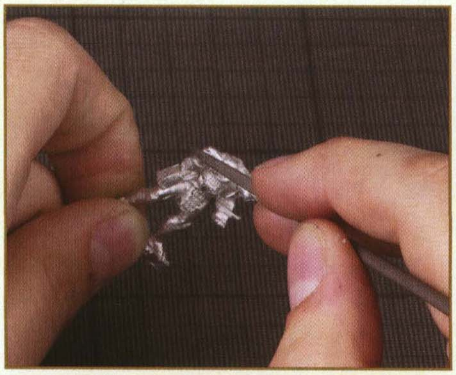


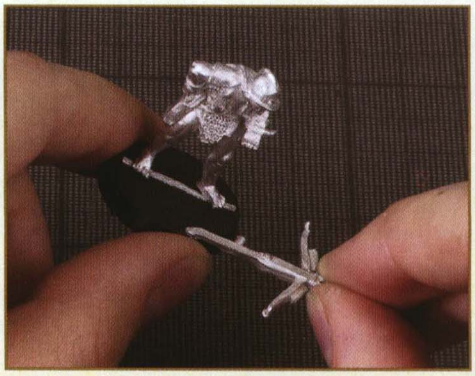
This Uruk-Hai warrior has a separate crossbow that will need carefully fixing in place with superglue.

Even models supplied as a single metal casting will have a separate plastic base and sometimes a separate shield too. These will need to be attached using superglue or an adhesive modelling putty as described opposite.

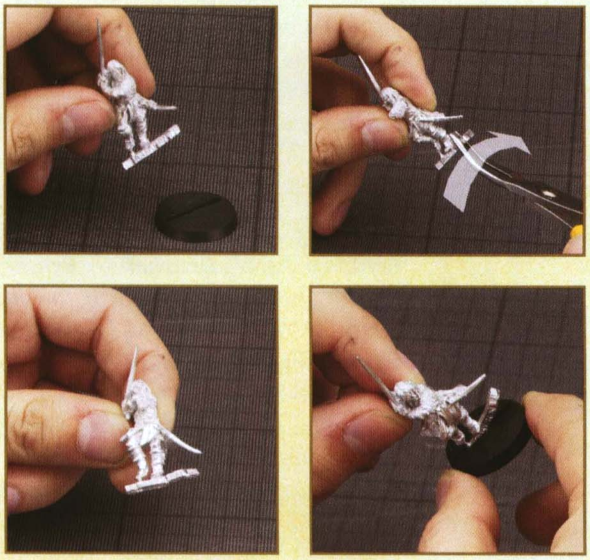
Remove any stray metal vents or casting marks from the model before assembling. Vents are cut into the moulds to allow air to escape – this leaves a thin spur of metal that often falls away when the model is removed from the mould. If not this can be removed with a modelling knife or clippers, and any resultant scar can be filed flat using a small modelling file.

If a model comes in two or more metal parts some extra work is required. Test the pieces for fit before assembly and use a file to smooth out any notable blemishes or high points that prevent alignment. Don't worry if the fit is not perfect – hand-cast parts vary slightly and it is usual to find slight gaps that will require filling later. Once you are satisfied with the fit assemble the pieces using superglue.

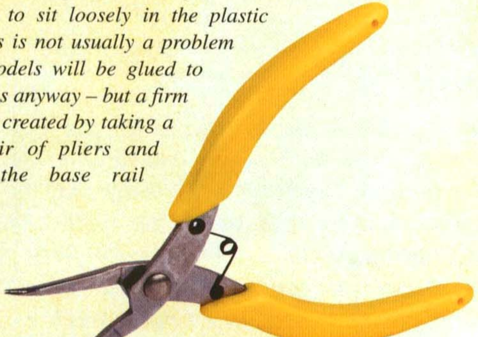




MODELLING TIP



Hand-cast metal models will naturally vary slightly and it is quite common for a model's base rail to sit loosely in the plastic base. This is not usually a problem as the models will be glued to their bases anyway – but a firm fit can be created by taking a small pair of pliers and kinking the base rail slightly.



CITADEL MODELLING
P.V.A. GLUE
COLLE P.V.A.
BASTELLEIM
COLA BLANCA
COLLA VINILICA
125 ml
PLASTIC GLUE
SUPER GLUE

GLUE

Glues commonly used for modelling include liquid polystyrene, PVA glue and superglue.

FILLERS

Slight gaps and joins will tend to disappear under a coat of paint, or can be filled with a dab of glue. Larger gaps however will need to be filled. There are many types of modelling putty available for this – most come as a two-part epoxy putty that cures once mixed.

These two-part epoxy putties can also be used to fasten shields into place or to fix models onto their slots. They are best employed as adhesive reinforcement where they won't be seen (such as behind a shield).

A good alternative for filling small gaps is ordinary plasticine modelling clay – once painted it will prove quite durable if carefully handled. Plasticine is not suitable for filling larger gaps, but any number of household wood or surface fillers will do the job perfectly well.

You can also use plasticine to weight the bases of plastic models – this makes them more stable and gives a pleasant sense of heft which plastic models otherwise lack. Simply pack plasticine or similar modelling clay or putty under the model's base. As this can sometimes dry out and become dislodged it is worth dabbing a little superglue under the base first to hold the plasticine in place. Some people also use small chips of metal or metal pellets to add weight.

PAINTING THE MODELS

Most players will want to assemble their models right away so that they can learn the game or take part in a new scenario. Other players feel that models are only really 'finished' once painted and would never dream of bringing a warrior to battle without its requisite coat of paint. The Lord of The Rings battle game works perfectly well whether the models are painted or not. If you are learning the game you certainly won't want to wait until you have painted an entire army before playing. On the other hand, most players enjoy the spectacle of painted models and usually get round to painting at least some of their collection.

WHAT YOU WILL NEED

You will need somewhere to paint, such as a desk or table placed by a window so you can see what you are doing. Good lighting is important and if you want to paint in the evenings you will need a desk lamp or something similar.

Once you have cleared a space to paint, put a good thick layer of newspaper onto the surface to protect it from spills and being scratched. It's a good idea to back this up with a piece of heavy card or board on the area where you will be working directly, but an extra layer of newspaper will do just as well.

Finally, make sure your work area is as comfortable as possible. If you can adjust the height of your chair or the table itself so much the better. Put on some music – listen to the radio – relax and enjoy spending time painting.

CITADEL LARGE BRUSH FINEST QUALITY SABLE • ENGLAND
CITADEL BASECOAT BRUSH FINEST QUALITY SABLE • ENGLAND
CITADEL STANDARD BRUSH FINEST QUALITY SABLE • ENGLAND
CITADEL DETAIL BRUSH FINEST QUALITY SABLE • ENGLAND
CITADEL FINE DETAIL BRUSH FINEST QUALITY SABLE • ENGLAND

BRUSHES. Citadel Colour brushes are made specifically with painting our kind of models in mind. They are made from quality sable and sized according to function.

Different painters will favour different sizes of brush depending on their style and subject, but most people find the Standard brush is ideal for most purposes. After that, the most useful is the Detail brush for intricate work, and a Basecoat brush for larger areas. One each of Detail, Standard and Basecoat will provide all you need for most tasks.

If you prefer, other makes of quality sable artist brushes can be used. You can find a selection in any specialist art suppliers. In addition, the The Lord of The Rings paint set comes with a Starter brush which is half way between a Standard and Detail in size and is an ideal compromise for most functions, especially for beginners who often find a slightly smaller brush easier to handle.

Looking After Brushes – *Brushes are not cheap so it is worth looking after them. They will last longer and serve you better. Try to avoid getting the brush so overloaded that the paint runs into the metal part of the handle (the ferrule) where it will dislodge the glue and unseat the bristles. When you have finished a painting session rinse out your brush carefully in clean, cold water, and re-point the bristles between thumb and forefinger. Store the brushes point-upwards in an old mug or similar container – they will retain their points for longer.*

Old Brushes – *As brushes wear they gradually lose their points and develop stray bristles. Pinch off any bristles that become bent or stick out at an angle. Once the brush becomes too worn for general use it can be employed for gluing, painting bases, or for other rough work where it would be a waste to use a good brush.*

Old faithful!

MAGENTA INK
BUBONIC BROWN
DWARF FLESH
CITADEL LARGE BRUSH
CITADEL LARGE DRYBRUSH
CITADEL DETAIL BRUSH

Above is a range of paints and brushes available from Games Workshop for painting your The Lord of The Rings miniatures with.

PAINT. Citadel Colour paint is designed for painting plastic and metal miniatures. It is non-toxic and water based but waterproof once dry.

You can also use other water based acrylic modelling or artists' paints, although you will find colour and consistency varies somewhat from one manufacturer to another.

To begin with you'll need a minimal selection of colours to which you can add different shades as required.

WATER. You will need clean water to rinse brushes off with between colours and to thin down paint. A low, sturdy container is essential to avoid accidentally knocking over your water.

TISSUE. This is useful for wiping paint and excess water from brushes. Also useful for dealing with the occasional spillage.

PALETTE. A fancy word for an old white plate, saucer, glazed tile, or something similar – although an expensive artists' palette is fine too. Whilst it is sometimes convenient to use paint straight from the pots, on the whole it is better to avoid doing so as it is all too easy to mix the colours or introduce dirty paint water. The palette forms a reservoir of colour and a surface to mix paint and water as needed.

CITADEL COLOUR

PAINT & INKS RANGE

Games Workshop make a range of water-based paints and inks that can be freely mixed to make a huge range of colours.

SHADE & HIGHLIGHT: Recommended colours to be used when shading and highlighting the relevant colour. Where no colour is indicated, we recommend you add some black to the relevant colour to create a shade, or some white to create a highlight colour.

COLOUR	SHADE	HIGHLIGHT
■ SCAB RED	NONE	RED GORE
■ RED GORE	SCAB RED	BLOOD RED
■ BLOOD RED	RED GORE	BLAZING ORANGE
■ BLAZING ORANGE	BLOOD RED	FIERY ORANGE
■ FIERY ORANGE	BLAZING ORANGE	GOLDEN YELLOW
■ GOLDEN YELLOW	FIERY ORANGE	SUNBURST YELLOW
■ SUNBURST YELLOW	GOLDEN YELLOW	BAD MOON YELLOW
■ BAD MOON YELLOW	SUNBURST YELLOW	SKULL WHITE
■ SCORCHED BROWN	NONE	BESTIAL BROWN
■ BESTIAL BROWN	SCORCHED BROWN	SNAKEBITE LEATHER
■ SNAKEBITE LEATHER	BESTIAL BROWN	BUBONIC BROWN
■ BUBONIC BROWN	SNAKEBITE LEATHER	BLEACHED BONE
■ VOMIT BROWN	VERMIN BROWN	BRONZED FLESH
■ BLEACHED BONE	BUBONIC BROWN	SKULL WHITE
■ DARK FLESH	SCORCHED BROWN	VERMIN BROWN

COLOUR	SHADE	HIGHLIGHT
■ VERMIN BROWN	DARK FLESH	LEPROUS BROWN
■ LEPROUS BROWN	VERMIN BROWN	NONE
■ DWARF FLESH	DARK FLESH	BRONZED FLESH
■ BRONZED FLESH	DWARF FLESH	ELF FLESH
■ ELF FLESH	BRONZED FLESH	PALLID FLESH
■ PALLID FLESH	ELF FLESH	SKULL WHITE
■ NAUSEATING BLUE	NONE	LICHE PURPLE
■ IMPERIAL PURPLE	NONE	WARLOCK PURPLE
■ LICHE PURPLE	NAUSEATING BLUE	NONE
■ WARLOCK PURPLE	IMPERIAL PURPLE	TENTACLE PINK
■ TENTACLE PINK	WARLOCK PURPLE	SKULL WHITE
■ MIDNIGHT BLUE	NONE	REGAL BLUE
■ STORM BLUE	MIDNIGHT BLUE	ULTRAMARINES BLUE
■ REGAL BLUE	MIDNIGHT BLUE	ULTRAMARINES BLUE
■ ULTRAMARINES BLUE	REGAL BLUE	LIGHTNING BLUE

CITADEL INKS

🟨 YELLOW	🟫 FLESH	🟥 RED	🟪 PURPLE	🟦 SKY BLUE	🟩 GREEN
🟧 ORANGE	🟫 CHESTNUT	🟥 MAGENTA	🟦 BLUE	🟩 DARK GREEN	🟫 BROWN
					⬛ BLACK

COLOUR	SHADE	HIGHLIGHT
🟦 ENCHANTED BLUE	REGAL BLUE	LIGHTNING BLUE
🟦 LIGHTNING BLUE	ENCHANTED BLUE	ICE BLUE
🟦 ICE BLUE	LIGHTNING BLUE	SKULL WHITE
🟦 HAWK TURQUOISE	SCALY GREEN	NONE
🟩 DARK ANGELS GREEN	NONE	SNOT GREEN
🟩 SNOT GREEN	DARK ANGELS GREEN	SCORPION GREEN
🟩 SCORPION GREEN	SNOT GREEN	BILIOUS GREEN
🟨 BILIOUS GREEN	SCORPION GREEN	NONE
🟩 SCALY GREEN	NONE	JADE GREEN
🟩 JADE GREEN	SCALY GREEN	VILE GREEN
🟩 VILE GREEN	JADE GREEN	NONE
🟩 GOBLIN GREEN	SNOT GREEN	NONE
🟫 CAMO GREEN	NONE	NONE
⬜ ROTTING FLESH	NONE	SKULL WHITE
⬛ CHAOS BLACK	NONE	CODEX GREY

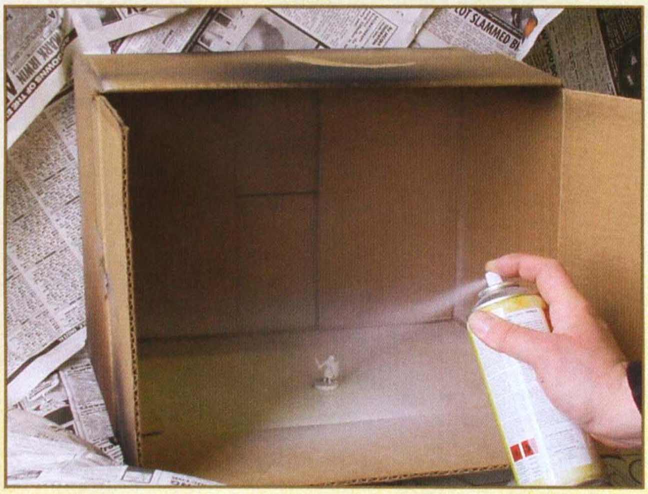
COLOUR	SHADE	HIGHLIGHT
⬜ CODEX GREY	CHAOS BLACK	FORTRESS GREY
⬜ FORTRESS GREY	CODEX GREY	SKULL WHITE
⬜ SKULL WHITE	FORTRESS GREY	NONE
⬜ SHADOW GREY	NONE	SPACE WOLF GREY
⬜ SPACE WOLF GREY	SHADOW GREY	GHOSTLY GREY
⬜ GHOSTLY GREY	SPACE WOLF GREY	SKULL WHITE

METALLIC PAINTS

⬛ BOLTGUN METAL	CHAOS BLACK	CHAINMAIL
⬜ CHAINMAIL	BOLTGUN METAL	MITHRIL SILVER
⬜ MITHRIL SILVER	CHAINMAIL	NONE
🟫 TIN BITZ	CHAOS BLACK	BRAZEN BRASS
🟫 BRAZEN BRASS	TIN BITZ	SHINING GOLD
🟧 SHINING GOLD	BRAZEN BRASS	BURNISHED GOLD
🟨 BURNISHED GOLD	SHINING GOLD	MITHRIL SILVER
🟫 BEATEN COPPER	TIN BITZ	DWARF BRONZE
🟫 DWARF BRONZE	BEATEN COPPER	BURNISHED GOLD

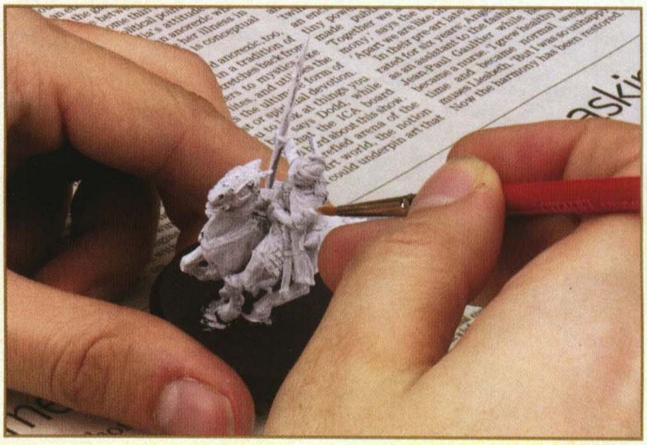
UNDERCOATING MODELS

It is very much recommended that models are primed before painting. This is simply a matter of applying an undercoat – usually white – over the entire model. The undercoat provides an overall surface for the paint itself and ensures that bare metal or plastic doesn't show through.



Even when spraying outside, put plenty of paper down to contain the spray.

There are two basic methods for undercoating. Most experienced painters use a spray can of matt white undercoat or primer such as the Citadel Skull White undercoat. The spray makes an especially good surface finish for the paint.

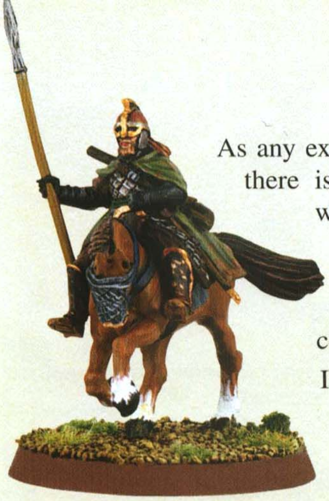


A more convenient method for beginners is to apply a brush-on undercoat using either Citadel Smelly Primer or Skull White paint. This is nothing more than a coat of white over the entire model.

Colour of undercoat – Some experienced painters prefer to work off a black primer rather than a white base. This can be more difficult to work with because colours always look different when applied over black and coverage may be more patchy. Painters who use this method usually leave the primer uncovered in the deepest recesses of the model, and work up the paint with progressively lighter colours. This can be very effective in the hands of experts but it is by no means a superior method – many experts prefer to work from white.

The charge of the Rohirrim.

MAKING A START



As any experienced artist will tell you there is no right or wrong 'look' when it comes to painting. Even a simple coat of paint will vastly enhance the appearance of your collection.

If you want to become a real expert then you will have to practice, watch other artists, and take the time to develop your skills. Most importantly, don't feel that you have to produce a masterpiece each and every time you paint. Now and again you might want to paint a model specifically as a display piece, but such models are best kept away from the gaming table and preserved from constant handling and wear.

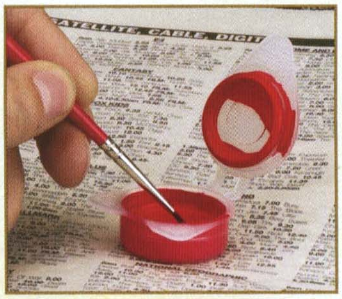
Begin with a model that has been assembled. Make sure any glue used is thoroughly set before applying paint.

Use Clean Water – *Each time you sit down to paint get a fresh pot of clean water. At the end of each session throw away the dirty water and clean out your water pot. There is nothing so dispiriting as sitting down to a filthy pot of water!*

Some painters routinely use two pots of water instead of one – one pot for general use and the other pot for metallic paint. Metallic paint consists of finely ground metal flakes that tend to float on the water's surface and get into the brush very easily. The metal colour is then transferred to other paint and stands out like a sore thumb on a model. A separate water pot helps to alleviate this problem. In any case, it is a good idea to change the water during a session if it becomes especially dirty.

MITHRIL SILVER

Paint Pots – *Paint will gradually dry out in the pot. Paint left on lids will compromise the fit so that paint dries even faster. To avoid this it is always worth taking the time to wipe the pot lids if they get messy, and add a little clean water to each pot at the end of each painting session.*



UNDERCOAT

Start by applying a white undercoat over the entire model. Use either Citadel Smelly Primer or Skull White paint and aim to cover the whole model lightly. The finish will probably look a little patchy – that's fine for an undercoat as all that is required is something for the colour to adhere onto.

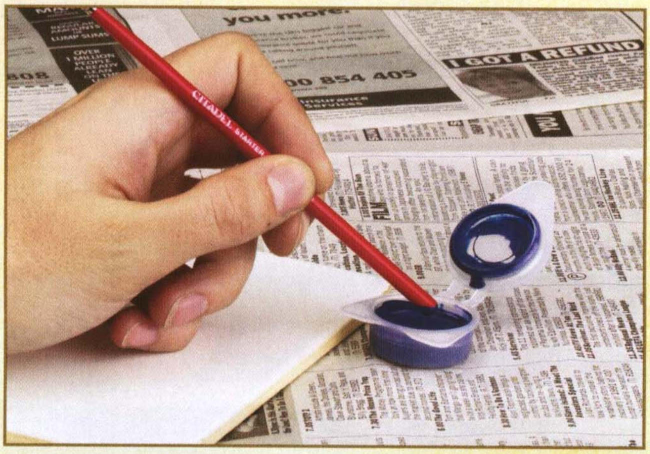
Wash your brush once you are finished and allow the model to dry thoroughly. If you have applied the paint a little heavily it will take longer to dry. Ideally, let the model stand overnight so it is completely dry.

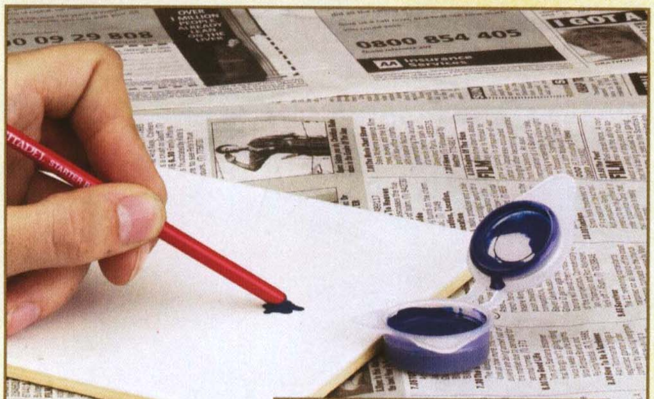
A hair dryer can be used to speed the process up if you wish – but be careful not to get the model too hot!

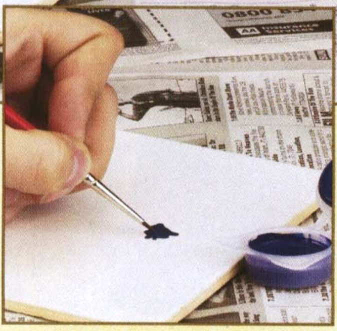
PALETTE

Many beginners open the pots of paint that they are using and apply paint directly to the model, dipping into each pot as they change from one colour to the next, and washing or wiping their brush between each colour. On occasions even experienced painters do this (though they might deny it!) but on the whole it is best avoided. Not only will you mix up all the colours but also the paints themselves will start to dry out and the pots will get messy, making them difficult to open or close.

When you want to apply a colour, open the pot and transfer a quantity of paint to a palette and then replace the lid – loosely if you intend to use it again. It is best to use an old brush handle or cocktail stick to transfer paint rather than the brush, as this avoids overloading the brush with excess paint, especially if you are using a smaller brush size.

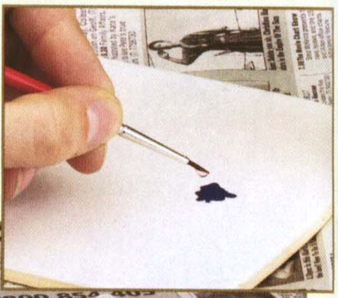






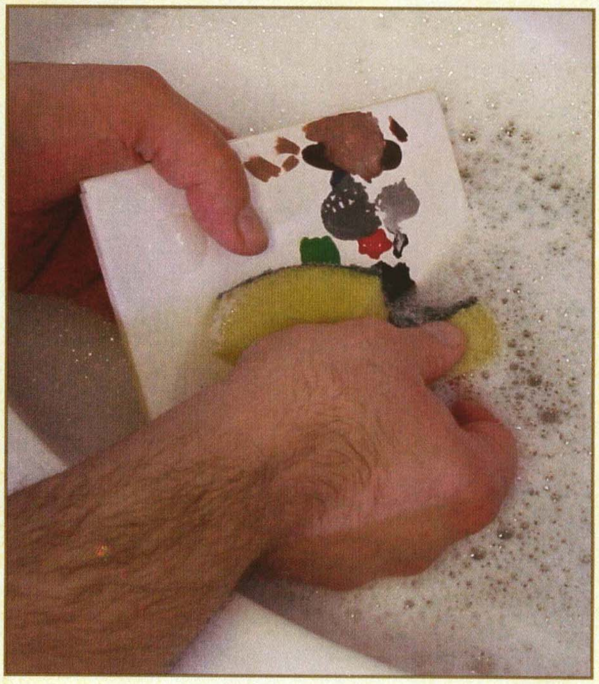
Now you can take just the right quantity of paint onto the tip of your brush directly from the palette itself.

If the paint is a little too thick add water to thin the consistency and prevent it from drying out. If the paint does dry out take some more from the pot.

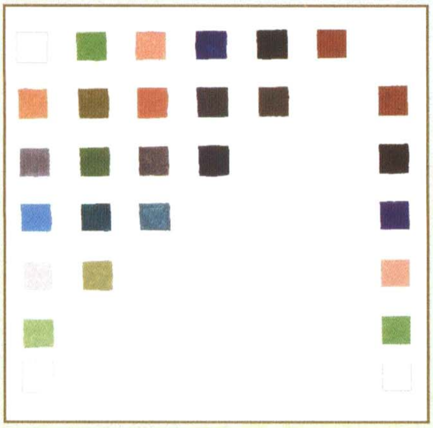


You can also mix colours together on the palette if you are feeling adventurous – but it is a good idea to get a feel for the materials first.

***Clean Your Palette** – After each session clean the paint from your palette using hot soapy water to loosen the paint and a scouring pad or small scrubbing brush to remove any stubborn bits. Sure – you can let the paint build up layer upon layer if you want – but to get the best result it's better by far to work off a clean surface.*

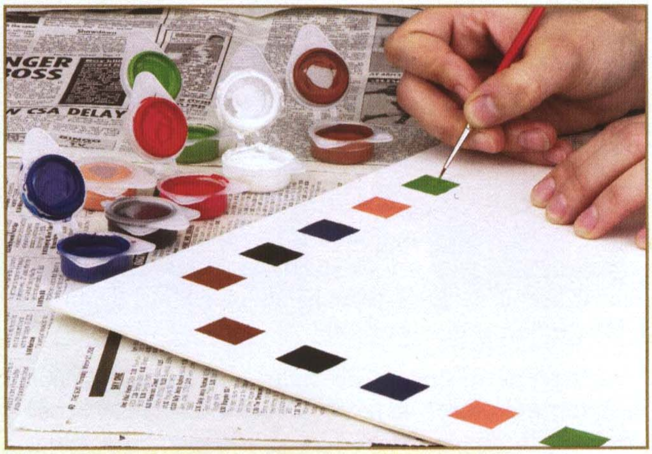


MIXING COLOURS

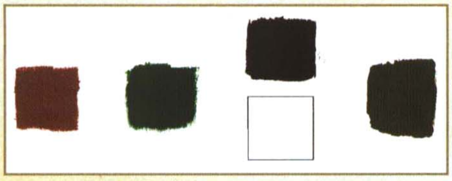


Example colour chart

Citadel Colour paints are intermixable allowing an almost infinite variety of colours to be created. Many beginners don't feel confident about mixing paints and even some experienced painters prefer to use the standard colours. A good way to get a feel for the potential is to make up a colour chart using the paints you have. Take a sheet of white paper and paint a small square of each colour in a row along the top and left hand side – so you might paint white, black, green, blue, yellow, red along the top and the same along the side keeping the same order. Now take the first colour in the first row (white in the example) and make a half and half mix of each other colour in turn and paint another row white, white/black, white/green, white/blue, and so on. Do this for each row and you will have a handy reference chart that shows the result of mixing any two colours together in equal proportions.



One of the biggest draw backs to using a mixed colour is that it is very hard to reproduce! This can be quite frustrating if you are trying to match colours with models that you have already painted. If you use a mixed colour that you might want to match in the future it is worth making a note of the mix. This is quite easy to do by painting the colours onto a piece of white card or even underneath the model's base if there is room.



Example colour swatch

"If you want him, come and claim him!"

APPLYING COLOUR

Many beginners worry about getting the 'right' colour whilst experienced painters will generally try to achieve a shade they like. The examples given here are perfectly acceptable shades – but other shades giving different effects would be just as good.

Take the model in your left hand and brush in the right hand (or the other way round if you are left handed). You may be gifted with a rock-steady hand but most painters find it useful to brace their hands or elbows against the table surface as they work.

Others prefer to brace their right wrist against their left bringing the model up to their face rather than bending down to the table. Most people will naturally adopt a method that works for them – the important thing is to try to keep the model steady.

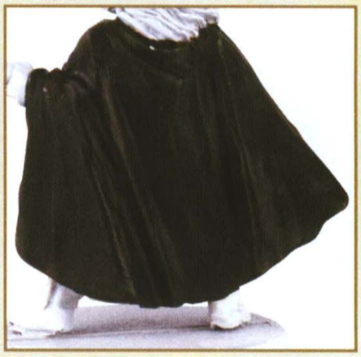
Apply one colour at a time and try to be as neat as possible but don't worry too much if the paint strays onto areas where it is not wanted. Mistakes can always be painted over later and minor errors won't be noticeable during play. Many painters like to start with the colour that covers the greater part of the model. Others like to start with the skin and work their way outwards, clothes, armour, and finally, the weapons and accoutrements.

Daylight Bulbs – *Ordinary incandescent light bulbs reflect colours differently to daylight. Models painted in the evening under artificial light will often look very different in the daytime under natural light. To counteract this, some painters use colour balanced daylight bulbs that have a more natural light. These are available from most craft shops.*

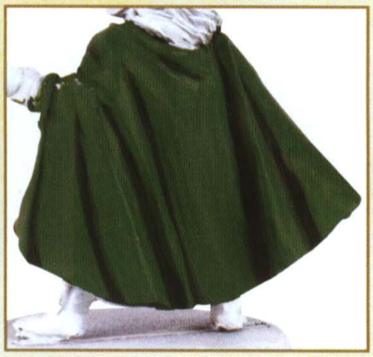
Daylight
60w

HINTS AND TECHNIQUES

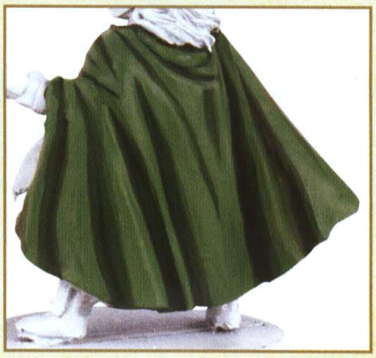
Layering the Paint – *An area painted in a single colour will look quite flat. You'll notice that the photos below look much more three-dimensional. This is achieved by shading (in the recesses) and highlights (on the raised areas). One of the simplest ways to create this is by layering – painting one coat of paint on top of another. Begin by painting the whole area with a dark shade of the desired colour. Then paint the basic shade over the area avoiding the recesses so the dark shade is still visible. Finally, apply a layer of a lighter shade to the highest points of detail.*



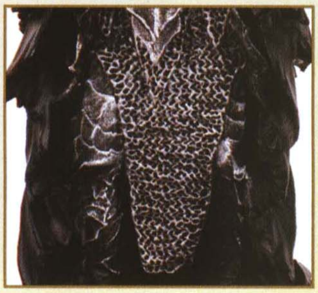
Basic colour



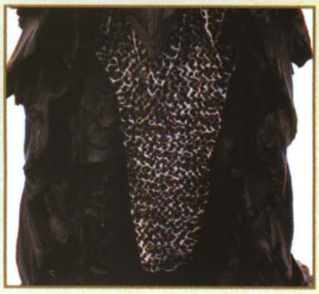
First colour



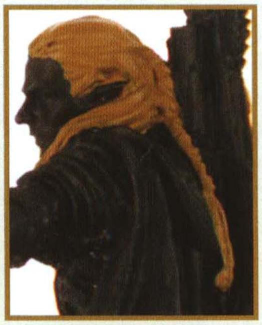
Second colour

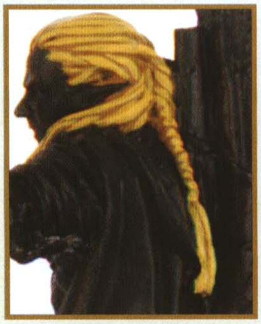


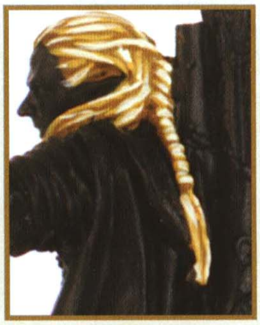
Chainmail – *There are two alternative ways of making chainmail look really good. The first way (left) is to paint the area black. Once this is dry, lightly paint over the area with a dark silver colour – use very little paint and the metal will cover only the raised detail leaving the black in the creases. The second method (right) is to paint the area silver and allow it to dry thoroughly. Then mix some black paint with water until it is quite thin and paint the mixture onto the area. The watery black paint will flow into the detail creating darker creases.*

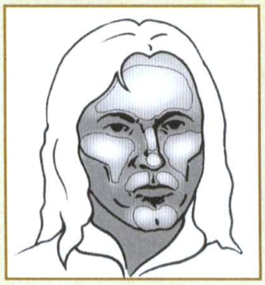


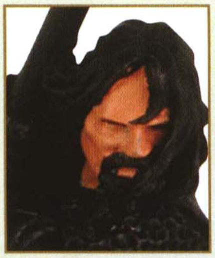
Hair and Fur *– Hair and fur textures can be brought to life by means of brushing a lighter colour over the raised detail to create highlights. The less paint you use the more subtle the effect – experiment to get a look which you like. You may find it helps to actually wipe most of the paint from the brush, leaving only a little dry residue. Then brush over the areas to be highlighted, depositing a fine dusting of paint to the raised areas.*

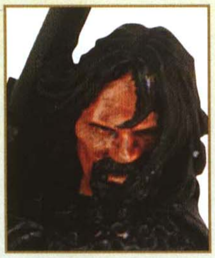

Base colour

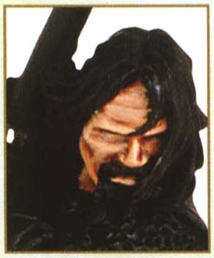

First layer


Final layer




Dwarf Flesh


Brown Ink


Mix to finish

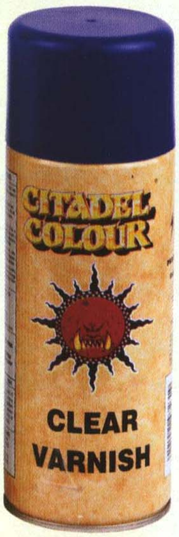
Painting Faces *– Beginners often find faces daunting but it is quite easy to get a realistic effect using the method shown here. In this case the artist is working over a black undercoat – but the technique will work perfectly well over white. The base colour is Dwarf Flesh. Once this is dry, Brown Ink has been painted over and allowed to gather into the creases. Once this is dry, the artist has mixed Dwarf Flesh and Elf Flesh and re-painted the face but leaving the Brown Ink showing around the eyes, nose, and other recessed areas. Finally, Elf Flesh has been used to paint the high points on the face – the bridge of the nose, cheeks, and brow ridges. This can be seen more clearly in the accompanying diagram.*

Detail *– The amount of detail you include is up to you, but don't feel you have to add every fingernail or dot the pupil of each eye. Our models are generally seen at arm's length or greater and will appear very much like real people at 50 to 100 paces away. At those kinds of distances eyes, nails, teeth, and details of clothing don't really stand out. Trying to paint eyes onto models an inch tall is not only taxing, but tends to look unrealistically starey. Such levels of detail are best reserved for those you want to display, where you might happily spend an hour getting the face 'just right'.*

Button, rivets, and small details *– Imagine you are painting a coat with a row of buttons and you have painted the coat colour. Now you want to make the buttons really stand out from the coat. First paint each button black, allowing the paint to cover the entire button and slightly overlap onto the coat. Wait until this is dry and then paint each button with silver, leaving the overlap showing black. Result – a silver button outlined in black. You can use the same technique to outline any small area of raised detail to make it really stand out.*

Varnish *– Some people like to apply a coat of varnish to their model once it is finished. This protects the paint from chipping or wearing away whilst the miniature is being used in a battle.*

Should you wish to varnish your models use either a brush-on polyurethane varnish or a spray can. Some people like the highly shiny finish of protective varnish – but others hate it!



If you prefer a non-gloss finish matt varnishes are available too!

BASES

Depending on how you want to display your models you might wish to simply paint the bases an overall colour or decorate them more elaborately. Whilst models look attractive with the bases coloured an overall black, most players prefer to colour them either brown or green to represent the natural ground surface. If you look at the photographs in this book you'll see various appealing base finishes.

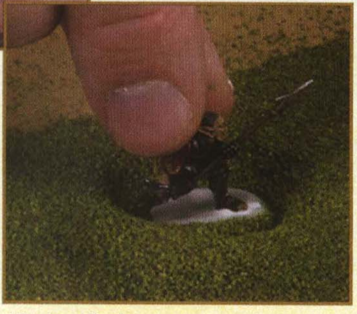
Plain colour

This is the easier way to finish a base – paint it one overall colour

'Flock'

Flock is nothing more than fine pre-coloured sawdust. It is used by model railway enthusiasts to represent grass or earth texture. Flock of different grades and colours can be purchased from stores that sell model railway accessories. A flock finish can be added to a base that has already been painted one overall colour. To do this you will need some white PVA glue – this is the glue sold for woodwork so it is sometimes called 'woodworking glue'. Use an old paint brush to apply a thin layer of glue to the top surface of the base. Sprinkle on some flock and press into place to help fix it in position. Shake or brush away any excess flock and allow the base to dry.

Apply PVA glue to the base.

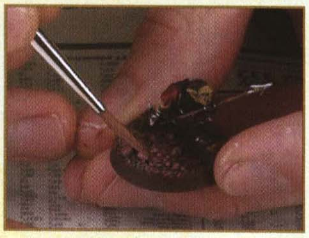


Dip into flock.

Sand Texture

Some modellers like to enhance the appearance of the miniature's base by modelling the surface to look like broken ground. This takes a little effort but can look very effective. You will need some PVA glue and sand. Coat the base surface with the glue and apply a layer of sand – a coarse sand with bits of varied size will give a more interesting appearance. Press gently into place adding more sand if necessary, shake off any excess and allow to dry. The base can now be painted and patches of flock or electro-static grass added if you wish.

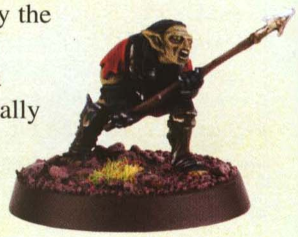
Paint the base with PVA and dip it into sand.



Once dry, the sand can be painted a suitable colour.

'Electro-static Grass' or Static Grass

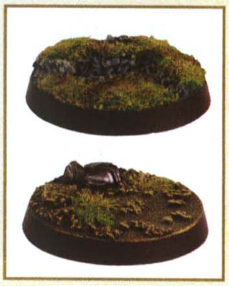
Although this might sound dangerous it is nothing more deadly than a fibre-based alternative to sawdust flock. It is used in exactly the same way and is more realistic in appearance. Being derived from a synthetic material the fibres naturally develop a static charge and tend to stand upright rather like grass. Blowing the grass will slightly lift it and enhance the effect.



Static grass looks best in small clumps like this.

Unfettered Ambition!

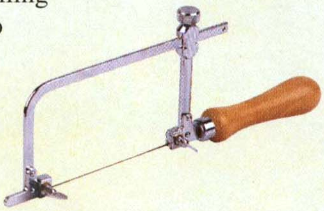
More experienced modellers like to add chips of stone to represent rocks, and materials to represent clumps of grass or other kinds of plant. Bristle from an old brush or broom makes very good long grass or reeds, for example. Everyone has their own tricks and materials and you'll find most modellers are more than willing to explain their own methods.

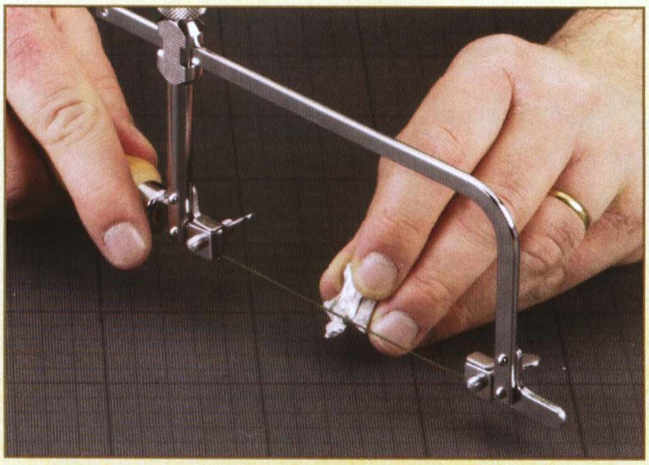


CONVERSIONS

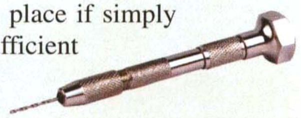
This is not really the place to describe some of the techniques by which ambitious modellers create entirely new miniatures by cutting, transplanting, and remodelling the standard pieces. Hobbyists usually refer to these special models as conversions – you'll find much more about painting, modelling and converting in Games Workshop's monthly magazine White Dwarf.

To transpose a head, hand, arm or other body part you will need one of these – a modelling saw. The blade is very thin so as to remove as little material as possible. It is important to cut slowly and carefully to avoid breaking the delicate blade.

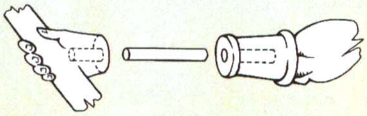


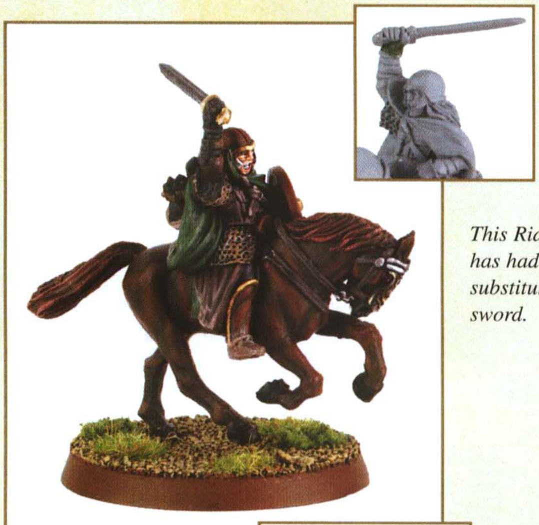


Transposed pieces may hold in place if simply glued so long as there is sufficient anchorage. If not – and with hand transplants this is usually the case – it will be necessary to 'pin' the pieces together. To do this you will need a small drill – a hand-drill or twist-drill is best. This device is sometimes called a pin vice – though it is neither a pin nor a vice but just a simple hand-held drill bit.

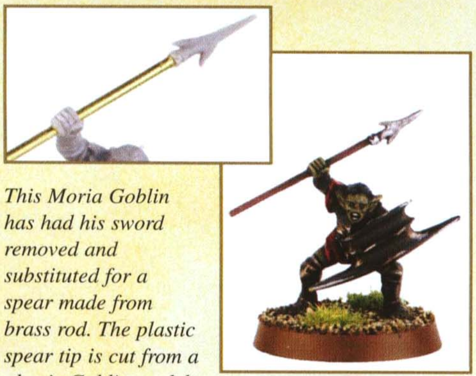


Drill a hole in the largest component about 2mm deep or slightly deeper if the piece is large enough. Take a piece of soft wire, anything will do – a paper clip is ideal. Cut a length of about 10mm and superglue it into the hole. Once dry use clippers or pliers to cut the wire to leave a 2mm spike. Take the piece you want to attach and align it to the spike – this will leave a slight indentation to show where to drill the hole. If not, put a little paint on the spike and align your piece – the blob of paint shows you where to drill. Drill a hole in the component and fasten the pieces with superglue.

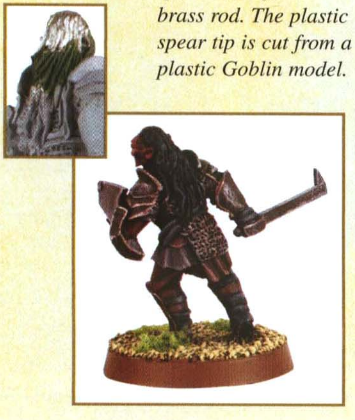




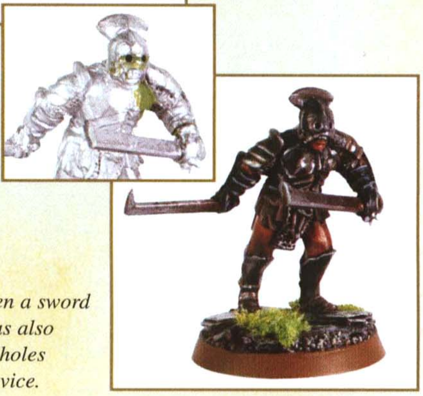
This Rider of Rohan has had his axe substituted for a sword.



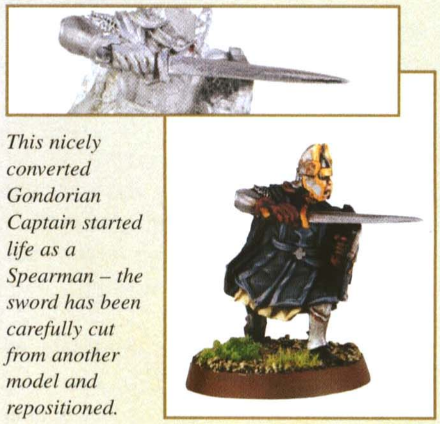
This Moria Goblin has had his sword removed and substituted for a spear made from brass rod. The plastic spear tip is cut from a plastic Goblin model.



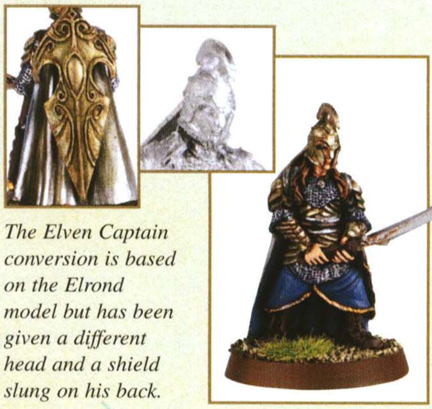
This Uruk-Hai has the head from a metal model transferred to the body of a plastic model – the hair has been carefully modelled back with modelling putty.



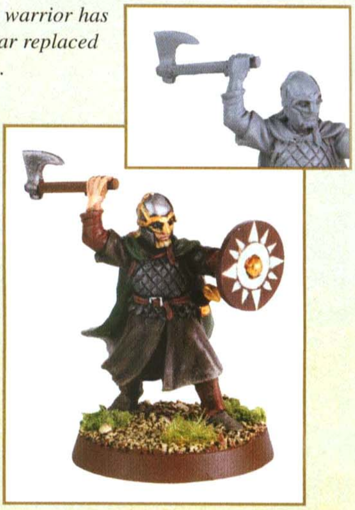
This Uruk-Hai has been given a sword in each hand – his helmet has also been re-shaped and two eye holes carefully drilled using a pin vice.



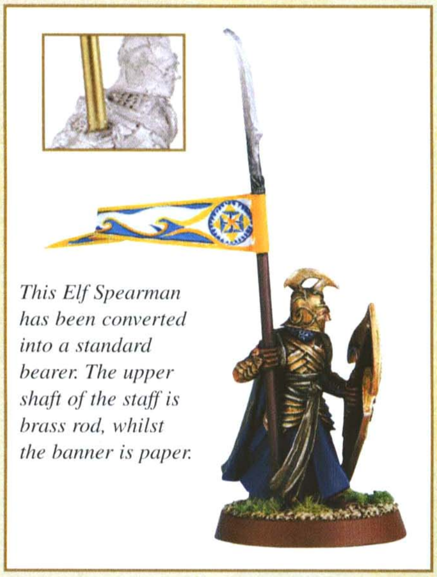
This nicely converted Gondorian Captain started life as a Spearman – the sword has been carefully cut from another model and repositioned.



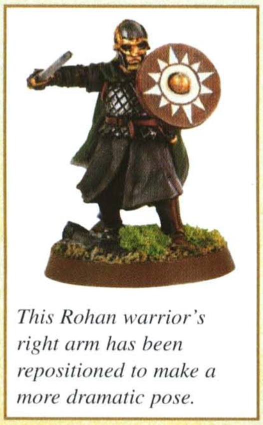
The Elven Captain conversion is based on the Elrond model but has been given a different head and a shield slung on his back.



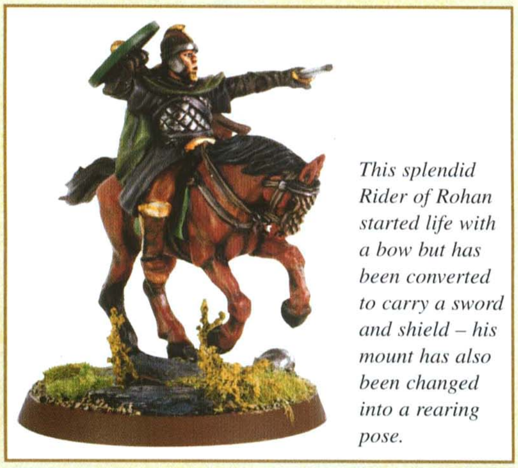
This Rohan warrior has had his spear replaced with an axe.



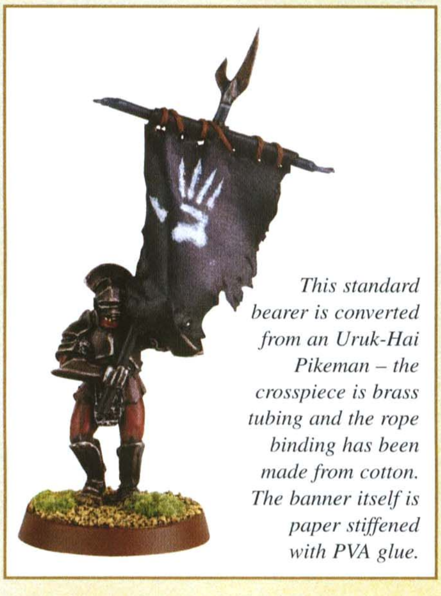
This Elf Spearman has been converted into a standard bearer. The upper shaft of the staff is brass rod, whilst the banner is paper.



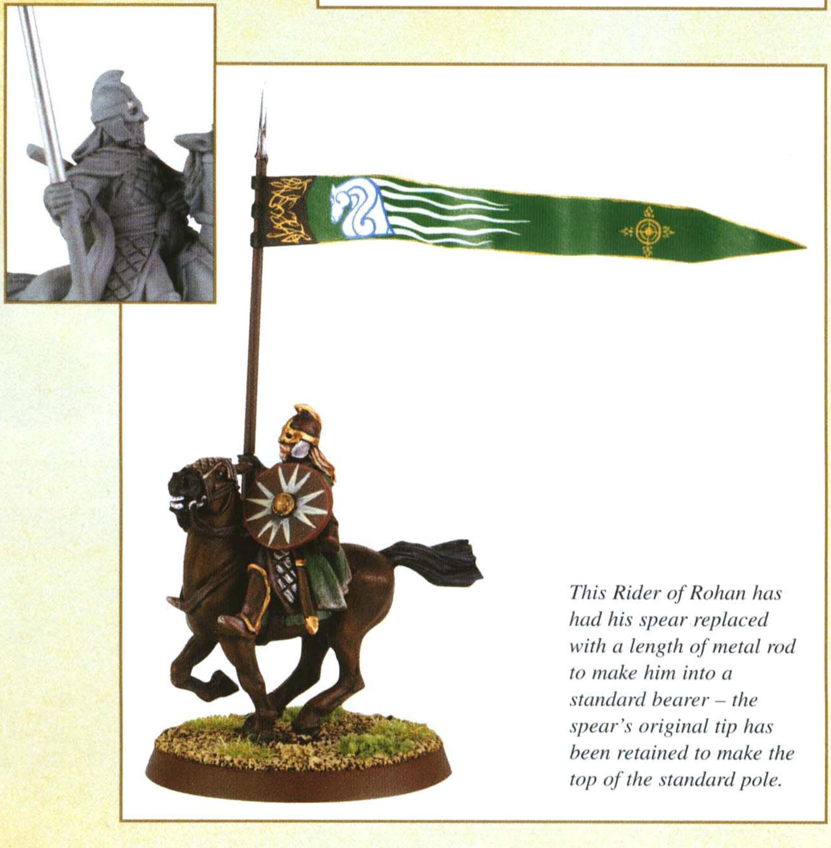
This Rohan warrior's right arm has been repositioned to make a more dramatic pose.



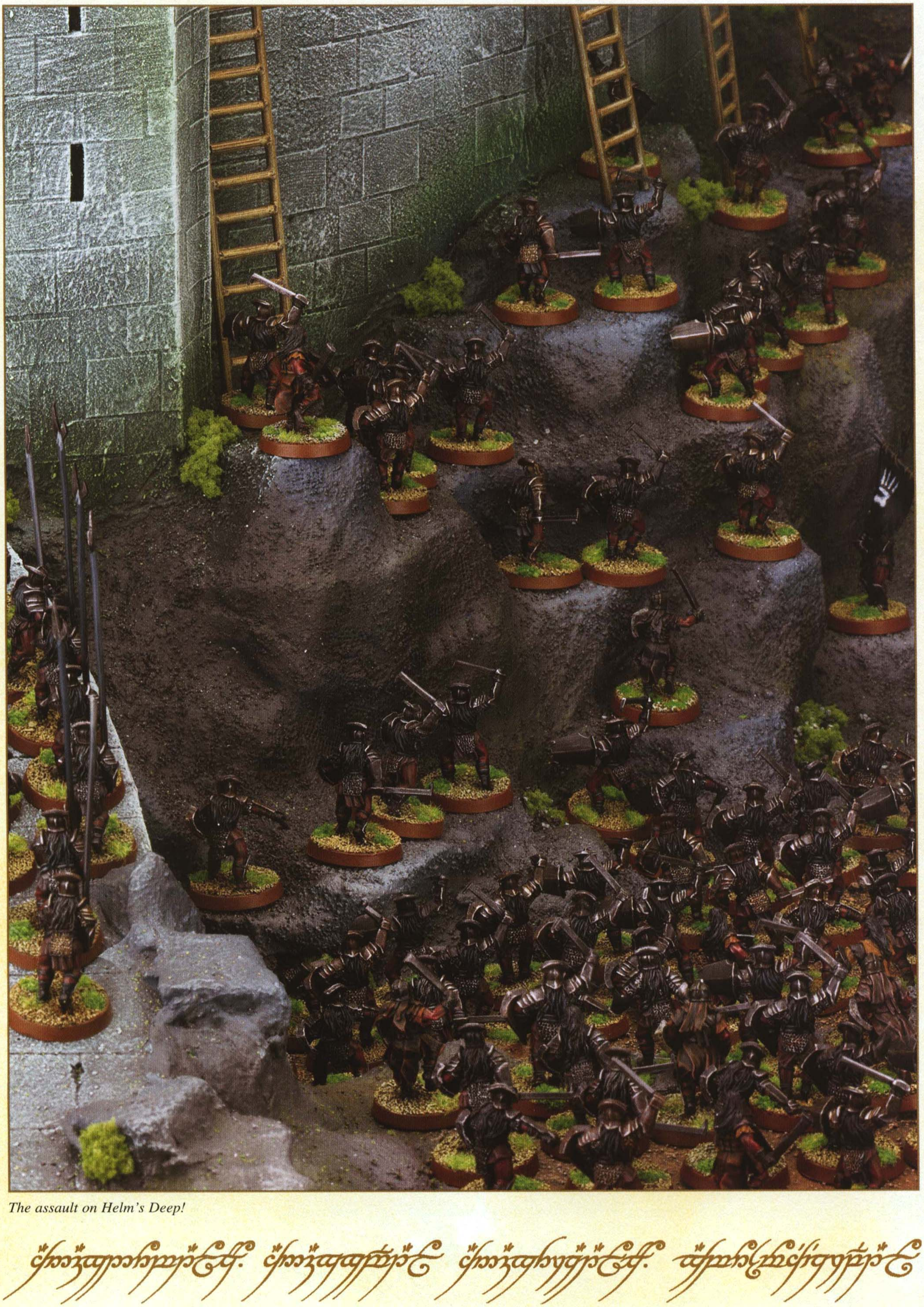
This splendid Rider of Rohan started life with a bow but has been converted to carry a sword and shield – his mount has also been changed into a rearing pose.



This standard bearer is converted from an Uruk-Hai Pikeman – the crosspiece is brass tubing and the rope binding has been made from cotton. The banner itself is paper stiffened with PVA glue.



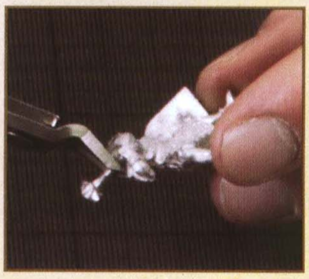
This Rider of Rohan has had his spear replaced with a length of metal rod to make him into a standard bearer – the spear's original tip has been retained to make the top of the standard pole.



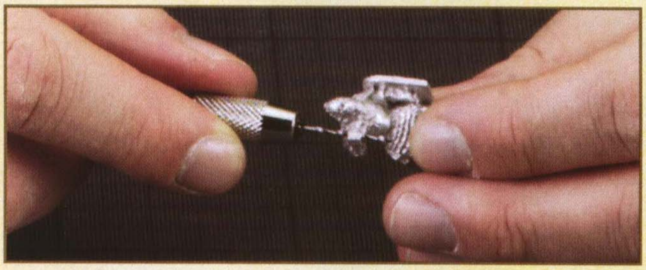
The assault on Helm's Deep!

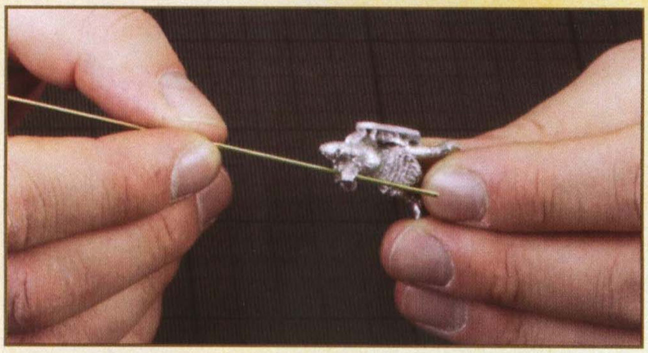
MAKING FLAGS

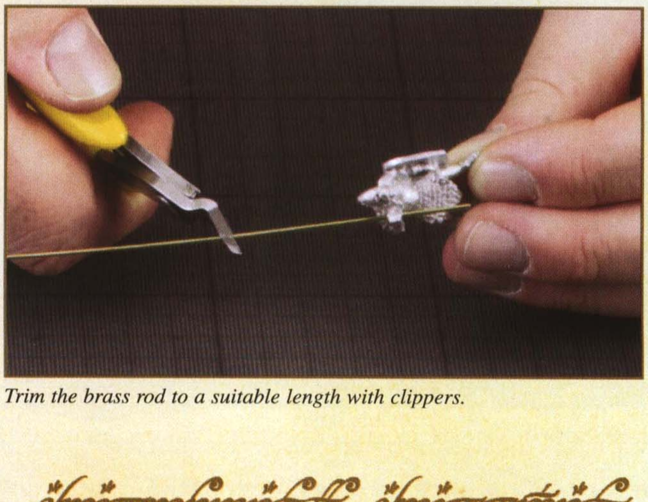
You can add a flag to a spear to make a suitable banner or substitute a weapon for a length of wire to make a flag pole. The best material for flag poles is brass rod as this is quite rigid. To add a flag pole to a model it is necessary to cut away any weapon and drill out the fist so that it can carry the wire pole.


Remove the model's weapon with clippers.

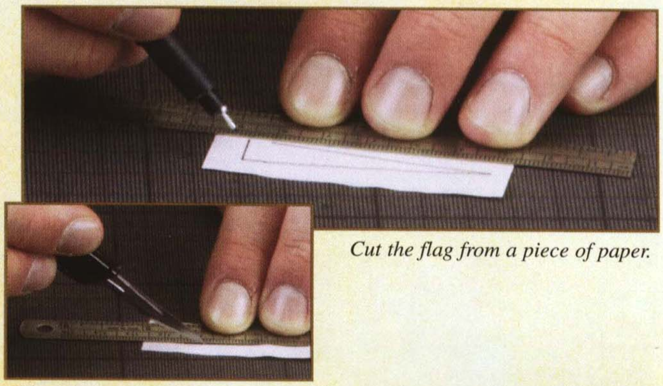
File the hand flat.

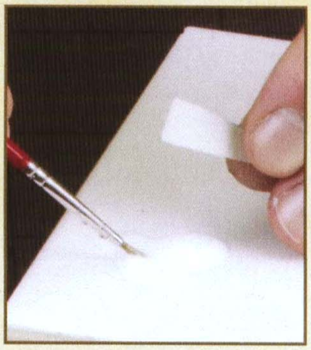

Drill a hole through the hand with a pin vice.

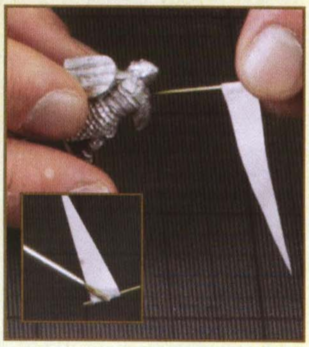

Push a piece of brass rod through for the banner pole.

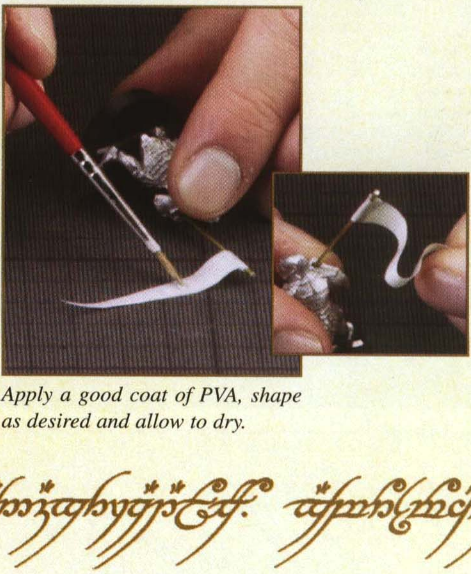

Trim the brass rod to a suitable length with clippers.

A flag can be made from paper. A piece of newsprint devoid of ink, such as can be found along the edges of any newspaper, is ideal for this as it is absorbent but reasonably stiff. Cut the flag shape leaving an extra 5mm towards the pole. Wrap the flag round the pole and check for fit. Using PVA 'white woodworking glue', glue along its extreme edge and allow to dry. Now wrap the flag round the pole and apply more PVA glue thinned with water, allowing the glue to soak into the part of the flag around the pole. Once this is dry paint the entire flag with a mixture of PVA glue and water, arrange into a dramatic shape, and allow to dry. As the PVA dries out it stiffens sufficiently so the flag can be coated overall with white, ready to paint with your preferred design.

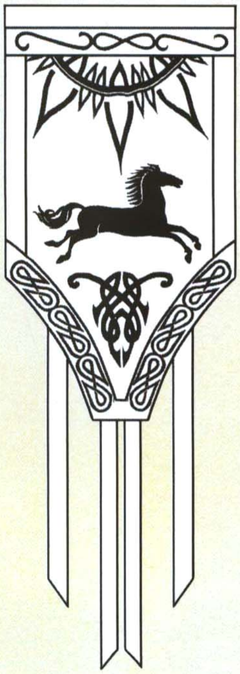

Cut the flag from a piece of paper.

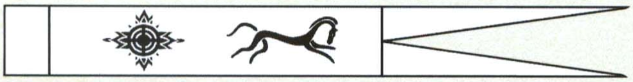

Use PVA to fasten the flag.


Fix the flag in place and allow to dry.

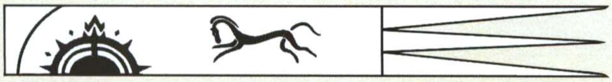

Apply a good coat of PVA, shape as desired and allow to dry.

Eomer's banner

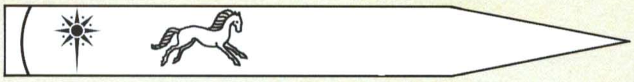




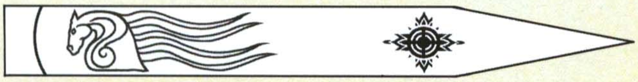
Rohan banner



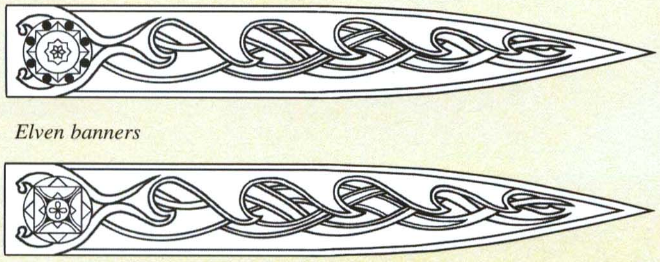
Eomer's banner



Rohan banner

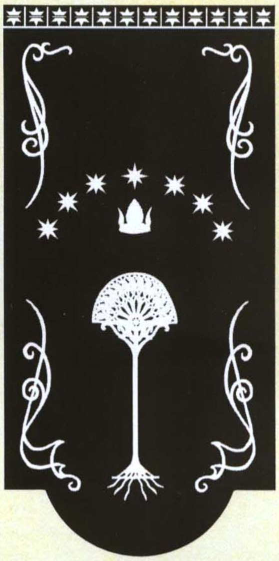


Rohan banner

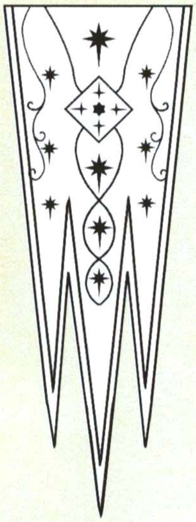


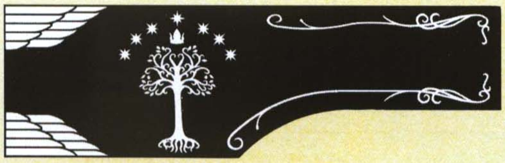
Elven banners

Isildur's banner

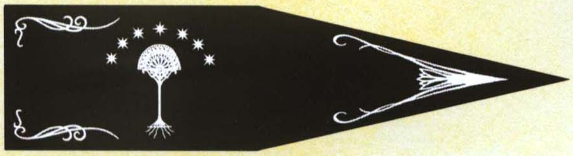


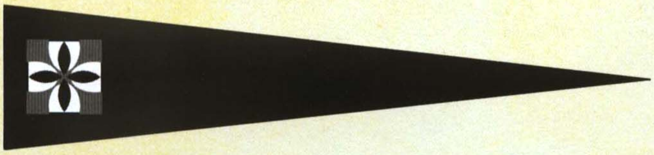
Gil-Galad's banner



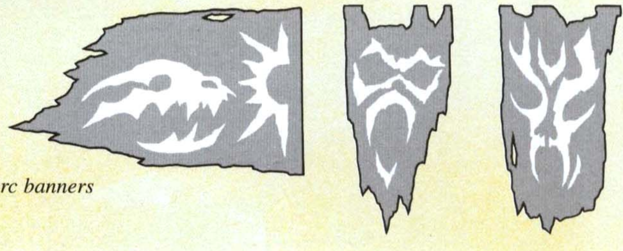


Aragorn's banners





Gondorian banner



Orc banners

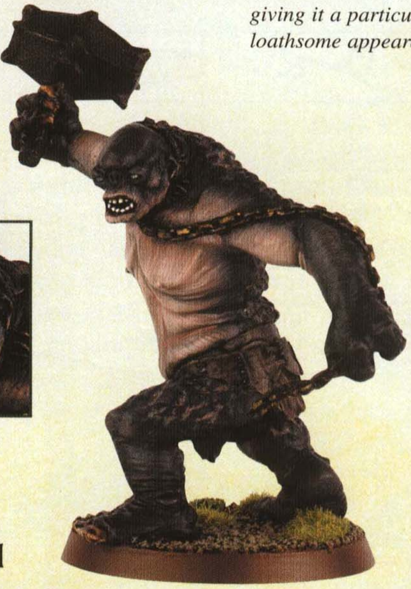
Please feel free to photocopy this page for your personal use.

LARGE CREATURES

Within The Lord of The Rings range there are a number of large creatures for you to add to your force. These are normally multi-part figures, designed for more advanced modellers but do not be put off by this. By following the instructions included with the large creature miniature, most people should be able to put one together, drawing on the experience they have gained from assembling the rest of their The Lord of The Rings miniatures.

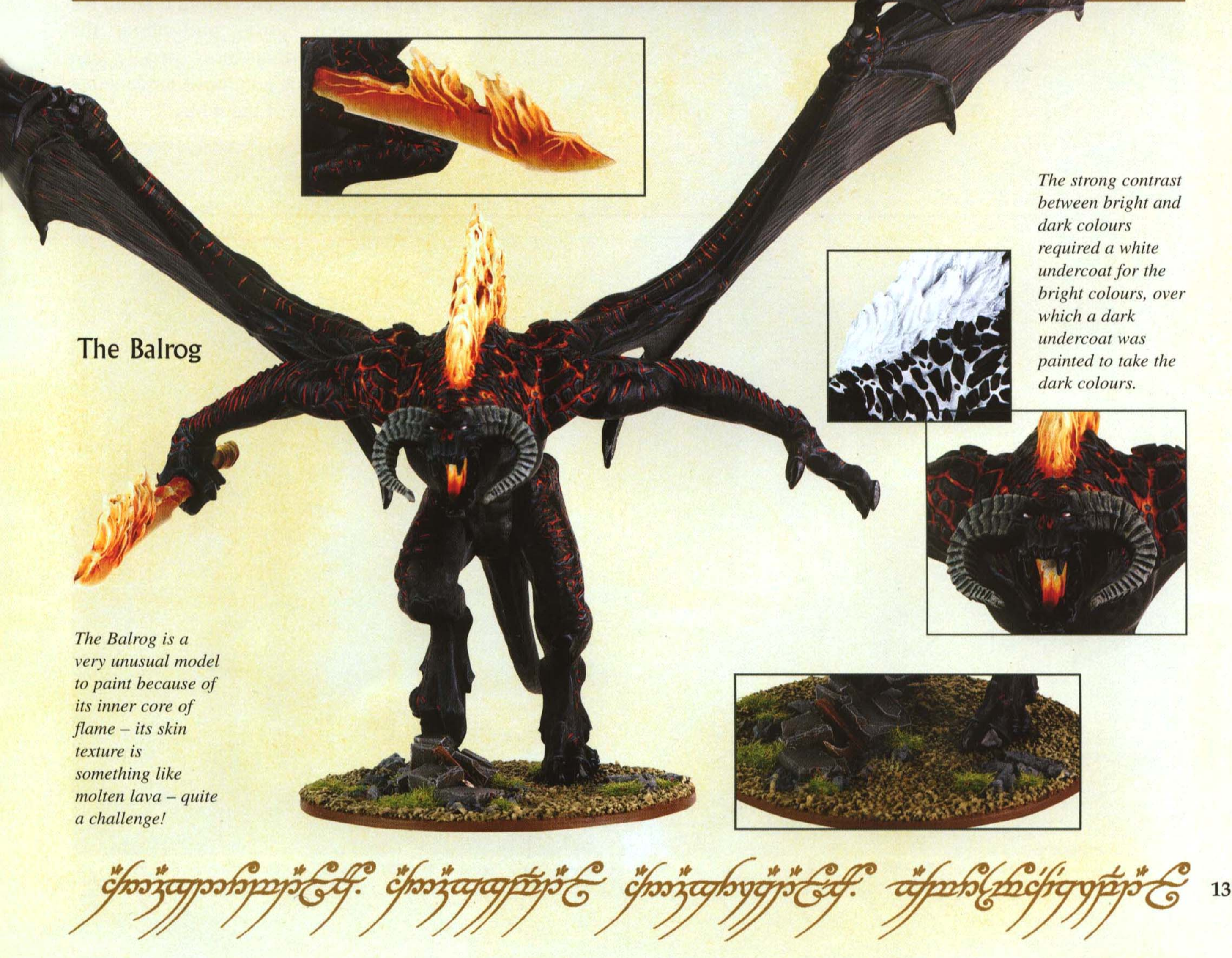
On these pages are a couple of examples of large creatures painted by our 'Eavy Metal team. Details of how they painted these and other models from The Lord of The Rings range regularly appear in White Dwarf magazine.

The Cave Troll's hide is mottled and scaly, giving it a particularly loathsome appearance.



Cave Troll

Two Cave Trolls in battle against Elves – the Elves' only hope is to pick off one monster at a time.



The Balrog

The strong contrast between bright and dark colours required a white undercoat for the bright colours, over which a dark undercoat was painted to take the dark colours.

The Balrog is a very unusual model to paint because of its inner core of flame – its skin texture is something like molten lava – quite a challenge!

MAKING TERRAIN

To fight a battle with miniature warriors it follows that you'll need a miniature battlefield. Some players enjoy creating accurate scale scenes to stage their games, others are happy to improvise around a few basic pieces and let their imaginations do the rest; either way works just as well.

If you enjoy scenery making then you'll probably want to devote more time and attention to the appearance of your battles. If you don't, then you'll still want to know how you can create useful terrain relatively quickly. Whatever your skill level or needs – this section of The Lord of The Rings rules manual is all about making scenery for your battlefield.

THE TABLE

A typical kitchen table will be more than big enough to stage all except the largest battle but a bigger table gives you the flexibility to create grander and more ambitious battlefields. Many enthusiasts make their own dedicated games table by taking a large sheet of chipboard, plywood, or medium density fibre-board (MDF) and fastening it over the top of an old table, desk or cupboard. The standard size for these materials is 8' x 4' (about 240cm x 120cm). This is big enough for staging large battles and about the greatest width that most people can comfortably reach and move models that are in the middle of the table.

Most players don't have the room to leave such a large table set up all the time, so they keep the board separate to the base, storing it elsewhere when not in use. Depending on the material used it may be necessary to provide some bracing underneath to prevent the board bending under its own weight.

If you don't have room for a large table then the kitchen or dining room table can be pressed into service – unless of course your family's needs dictate otherwise. Valuable antiques and prized polished surfaces should be avoided at all costs. If you have no other option there is always the floor – which has the benefit of being flat and large, and should you accidentally drop a model it won't have far to fall!

A CLOTH BATTLEFIELD

One of the quickest and easiest ways of making a battlefield with a landscape of rises and falls is to use a large piece of cloth. You'll need a piece of cloth that's a suitable colour to represent the ground – ideally green or brown – and of a fairly heavy weight. A blanket is ideal.

Spread the blanket over the table's surface and place books, magazines, or something similar underneath to create hills and valleys. With a little care it is possible to make the battlefield interesting by introducing cover that will restrict visibility and provide shelter. With the cloth in place you can add further scenery such as scrub, trees, buildings, and ruins to complete the scene.

COMMERCIAL SCENERY

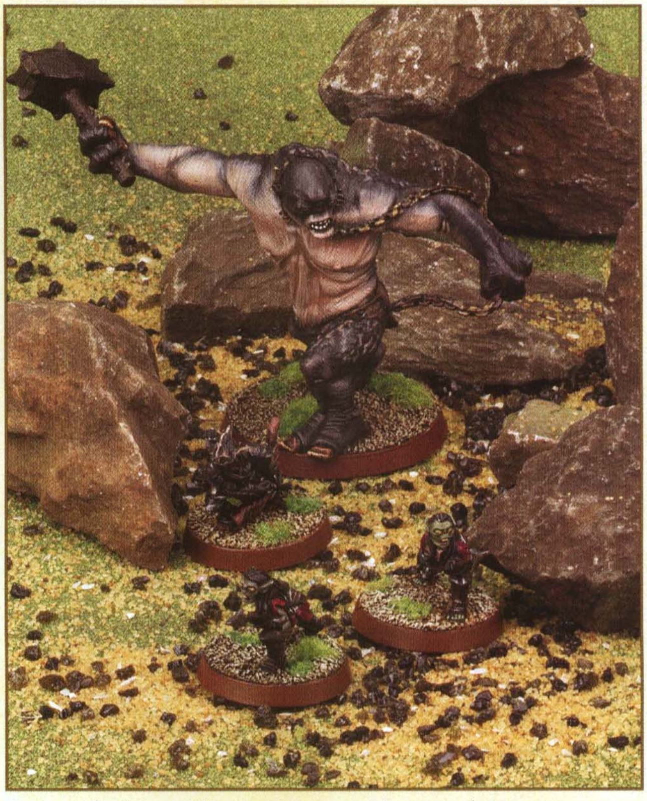
Most people will be familiar with the kind of detailed scenery available for model railway enthusiasts. A battle scene is very similar in many ways and you can use many of the same items and materials. Most model railway buildings, fences, and actual constructions are a little small, but trees and foliage have no obvious scale and can be used to good effect.

Games Workshop's attractive range of tabletop scenery includes trees, hedges, walling, and various set pieces such as ruins, all of which are similar in concept to those you'll find in railway hobby stores.

The most useful purchase you can make is a bag of lichen. Lichen, or reindeer moss as it is also known, is a natural product that you can buy in model railway stores and sometimes from craft or gift shops as it is also used by flower arrangers (I kid you not!). Lichen can be used to represent scrub, bushes, or any kind of similar vegetation, and can be re-used time and time again to create different layouts.

Lichen, or reindeer moss, makes an excellent hedge or line of scrub.

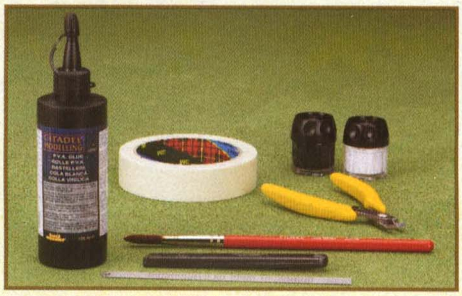
A few small rocks and a scatter of sand produces an instant scene.



Large rocks doing stirling service as even larger rocks.

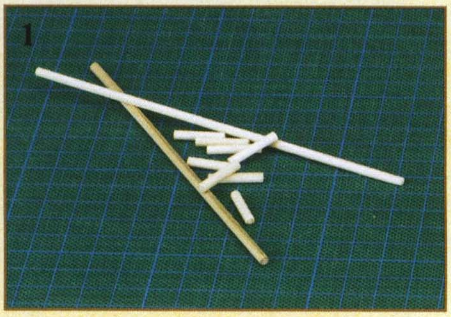
SCENERY PROJECTS

If you're new to tabletop gaming then you might wish to rely upon that invaluable stalwart of tabletop scene setting – namely your own imagination! If you want to represent a wall or ruin, use small stones or pebbles to make an outline on the table. If you want an area of marsh or water, or something similar, cut a shape out of card or paper, add a few smears of a suitable coloured paint and place it on the table. You won't win any 'Best Game Display' prizes but that doesn't mean you can't have a great game that's easy to set up.

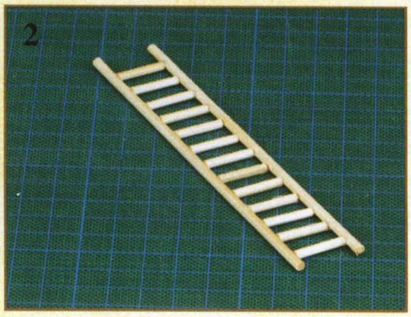

Some of the items you will find useful when making your own scenery.

A LADDER

A ladder is very easy to make from plastic rod, card, balsa wood or wooden barbecue skewers cut to size – all you need is a little contact adhesive or PVA glue. If you want to stand models on the ladder, make sure it is wide enough to hold and grip a model's base and, of course, make sure it is well glued together!



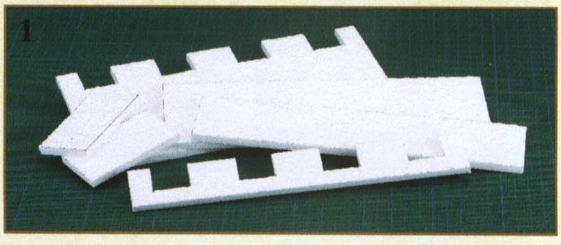
The bits



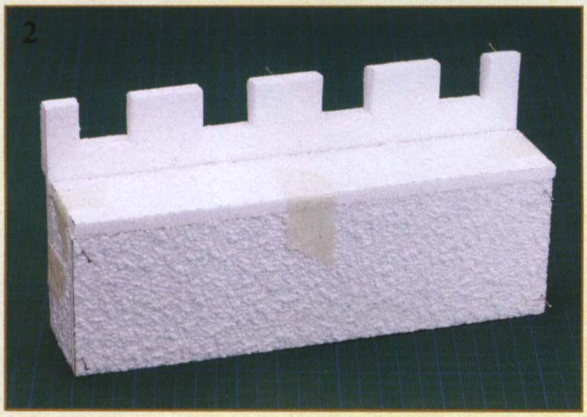
Ready for painting

A WALL SECTION

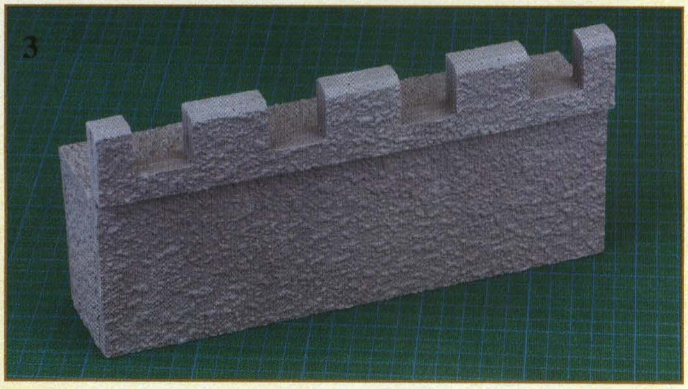
We've made this section of wall using a polystyrene (styrofoam) ceiling tile, but thick cardboard, balsa wood, or foam card would work equally well. Foam card, a sandwich of card and foam, can be bought from art & craft shops and is ideal for making buildings. We cut sufficient pieces to make a box shape, plus an extra section for the battlements at the front. The pieces were glued together with PVA glue and temporarily held in place with masking tape (you can also use pins to help hold the pieces together).



Cut out pieces



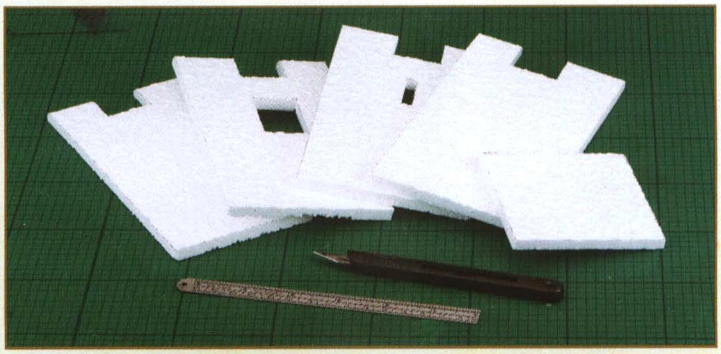
Rear view – Note how the walkway sits on top of the 'box' so that it is strong enough to place models on. You can see the tape used to hold the model whilst it is drying in this picture.



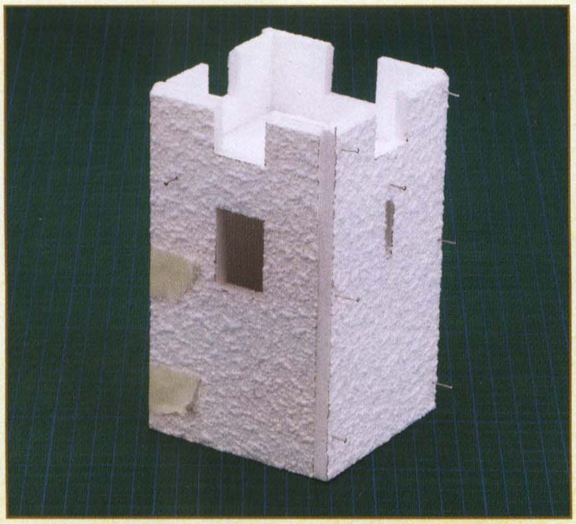
Front view – now painted grey. The 'rocky' texture was on the original tile (which is why we picked it) but you can get a similar effect using a textured paint. We recommend water-based household emulsion paint for large buildings as you will need quite a bit.

A TOWER

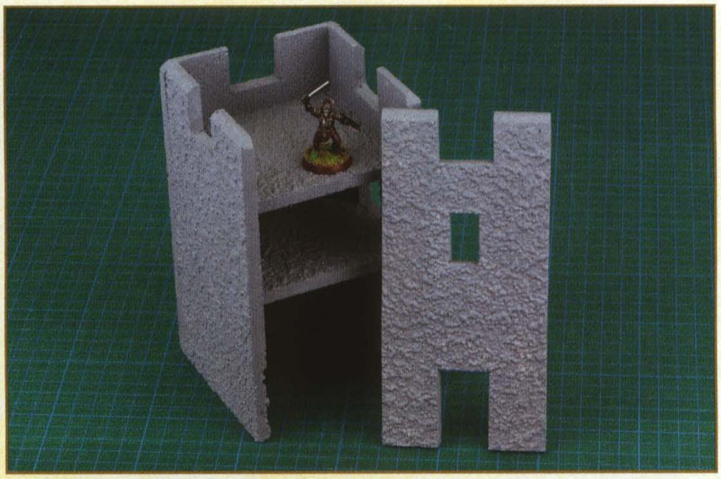
The tower was put together in the same way as the wall section, and once again we have used a polystyrene ceiling tile. It's quite a simple matter to make a box shape. We wanted to be able to move models into the tower so we made the box open at the back with a separate rear wall that can be temporarily removed. This works reasonably well – though the model tends to get chipped in use because the tile isn't very tough. Foam card may have been a better choice.



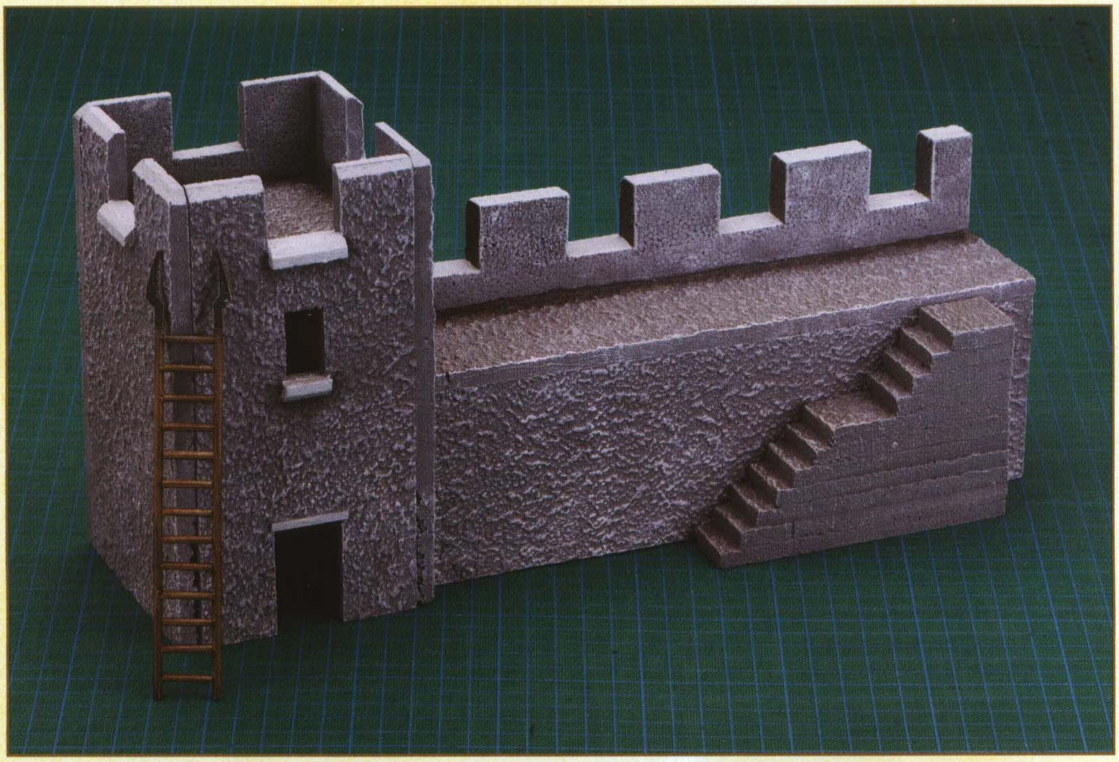
The pieces ready for assembly.



The assembled model was held together with tape and pins whilst it dried. We used PVA glue once again – this takes a while to dry but is very secure.



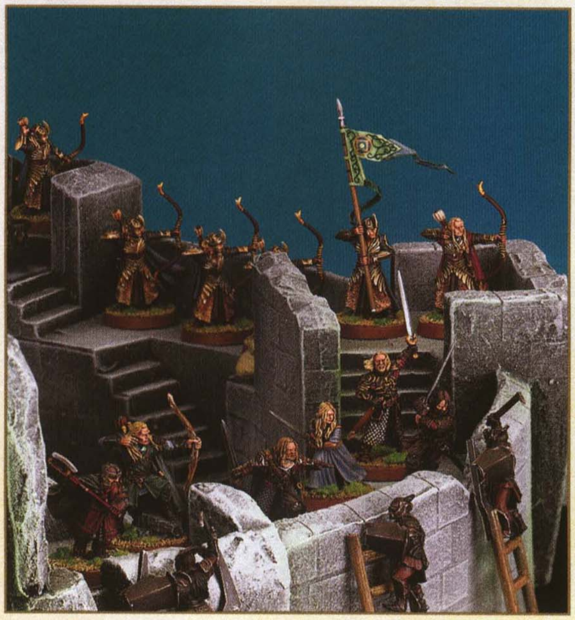
Painted tower showing the interior levels and removable rear wall.

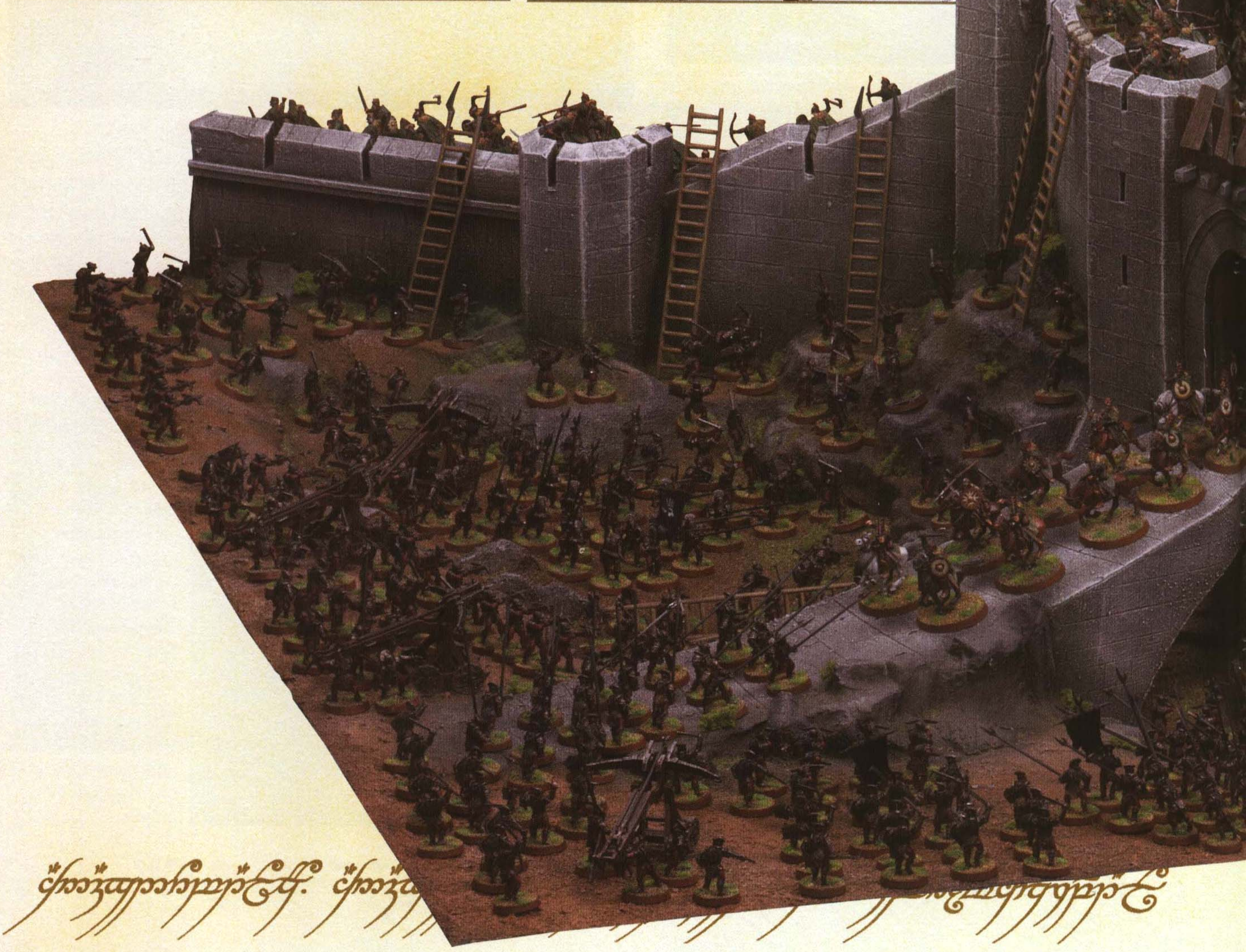


We've added some extra details to this finished wall and tower set using some left over tile – notice the door and window lintels and capping stones on the battlements. The stairway is made from sections of tile – notice again how we left landings where models can be placed as they climb.

HELM'S DEEP

This absolutely stunning model of Helm's Deep has been created by our own Dave Andrews. The scenic impact of such an awesome piece of terrain together with two opposing armies of beautifully painted miniatures is breathtaking!

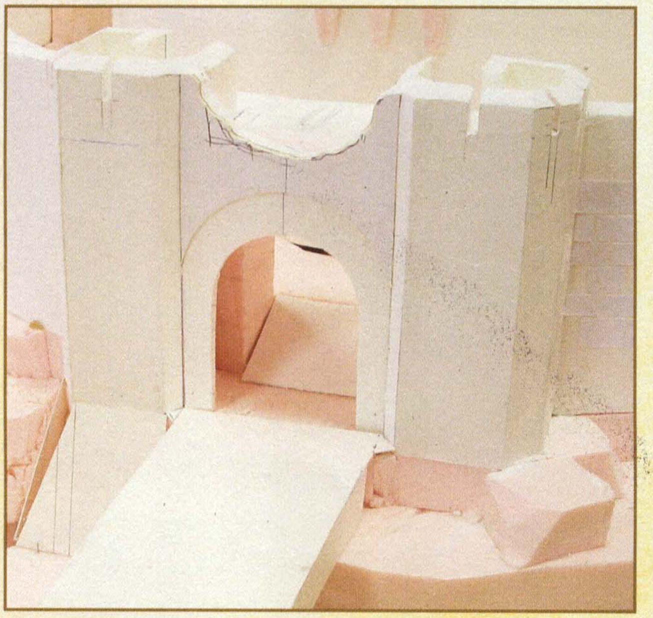




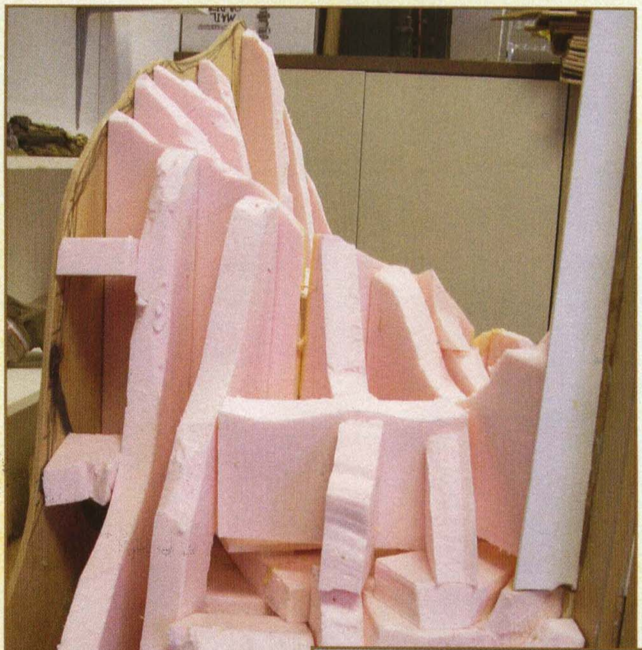
BUILDING HELM'S DEEP

Dave Andrews

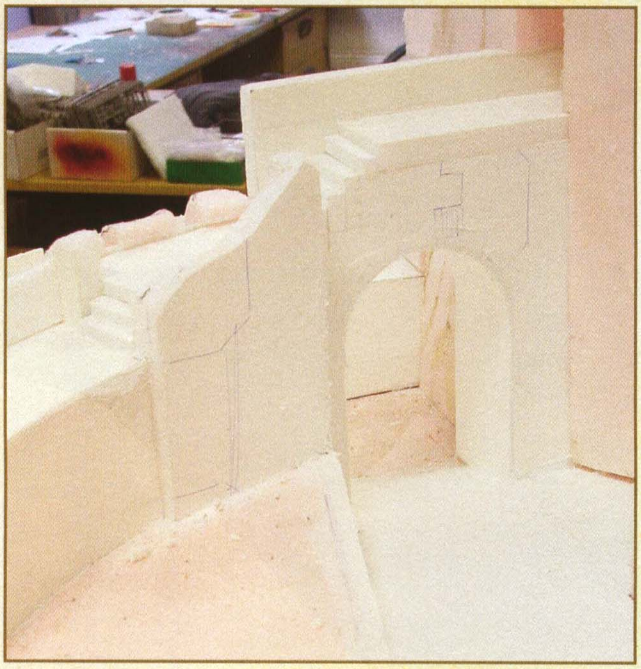
Dave Andrews – one of Games Workshop's expert model builders – used the same plans to construct his model as the set makers who put together the real Helm's Deep for The Two Towers film. Of course, it was important to make a model we could use for our battles, so gateways and courtyards have been widened in places to allow access. The main material used for the walls was foam card, whilst the larger structural pieces were made from MDF (Medium Density Fibreboard) and insulation foam (which is conveniently bright pink so you can see it very easily in the pictures!). Insulation foam is a 'solid' or 'cell-less' kind of foam used to insulate house walls – it is available from builders suppliers.



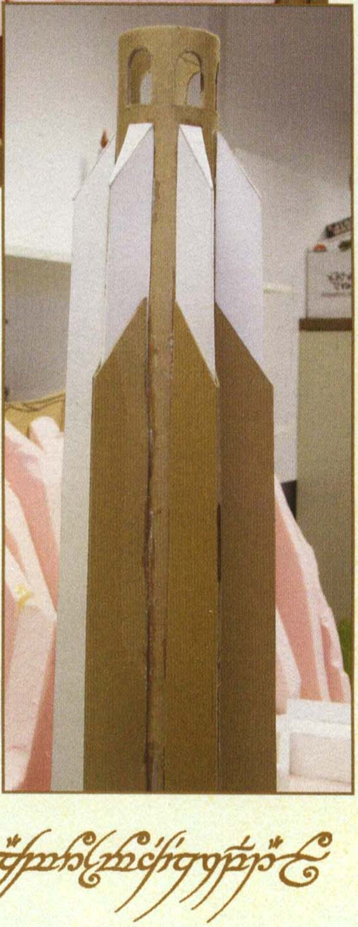
The main gateway seen from the outside.



The main structural work seen from the left hand back corner – between the Hornburg and back wall. Insulation foam was used for lightness and strength.

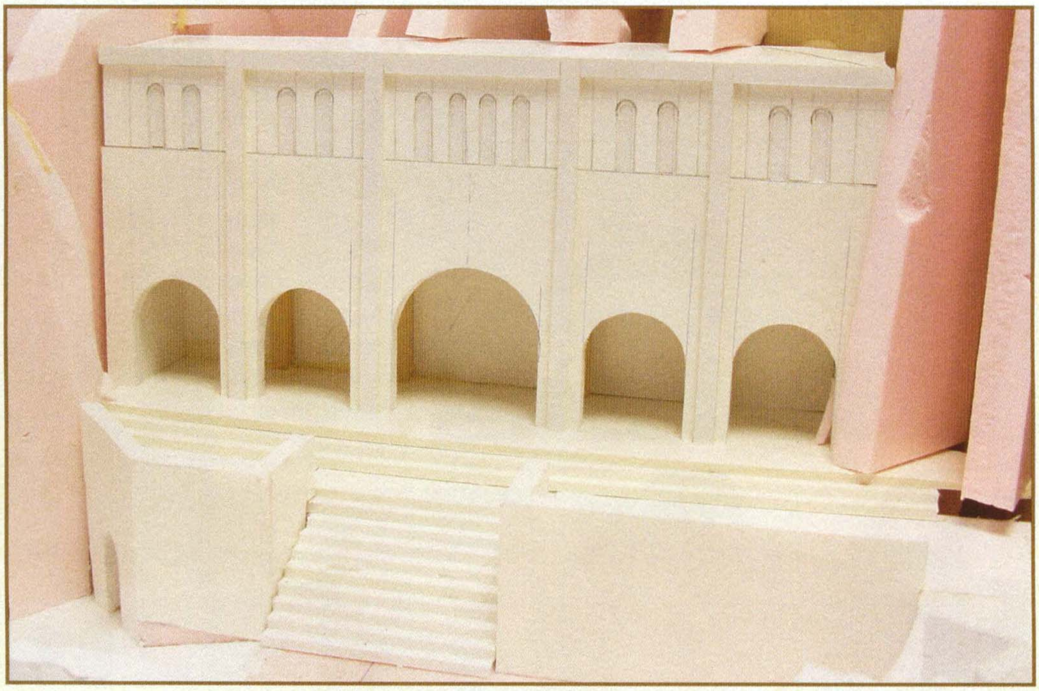


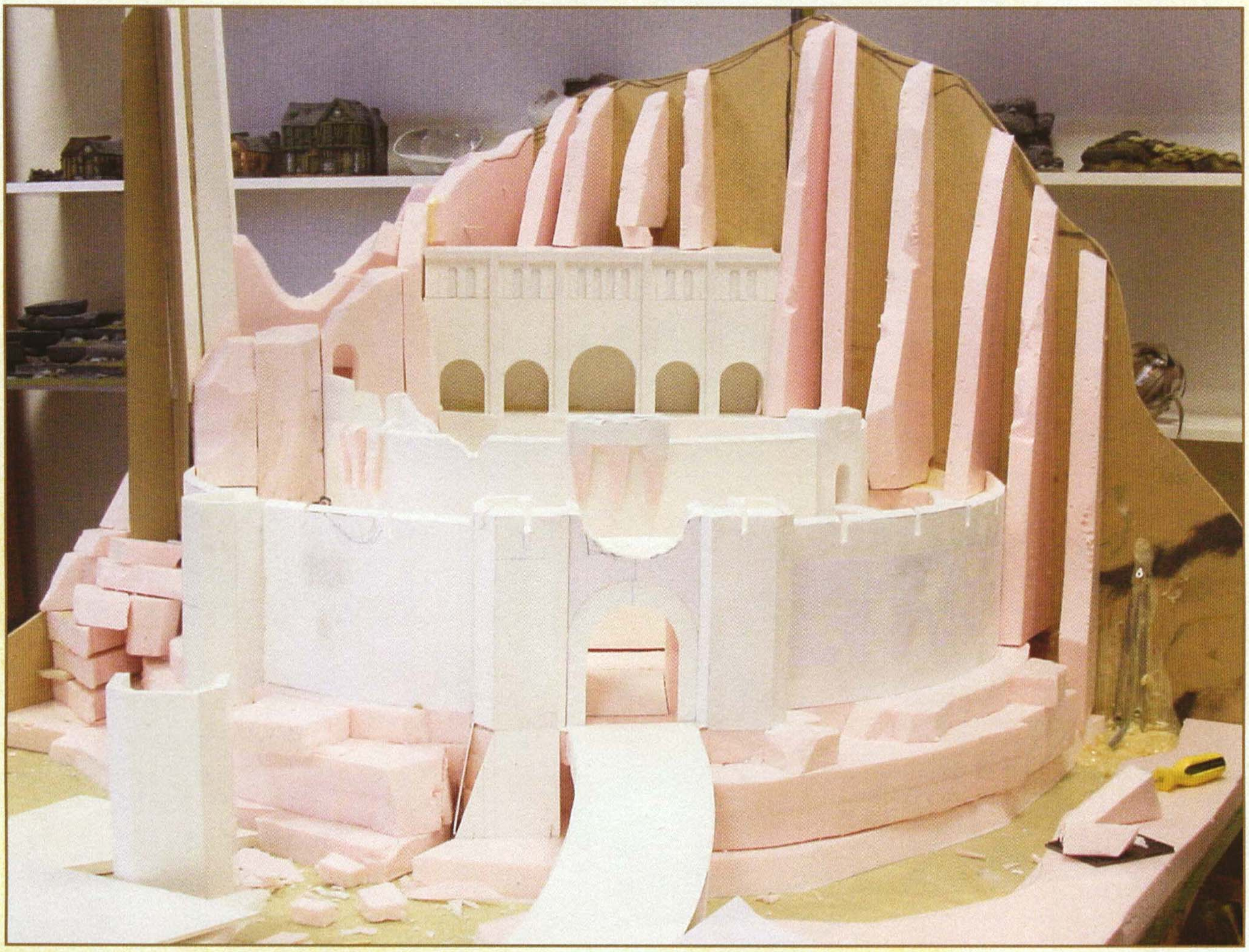
The gate leading from the inner court area.



The Hornburg takes shape – a mix of card and foam card with a cardboard tube running through the centre.

The main hall as seen from the courtyard. This has been constructed from foam card – an ideal material for this kind of work because it is easy to cut and very light. Notice the extensive stairs into the courtyard below – these are simply stepped pieces of foam card. We've left enough space at the top of the stairs to place models, and the arches are wide enough to take a cavalry base – it's important to consider these things!

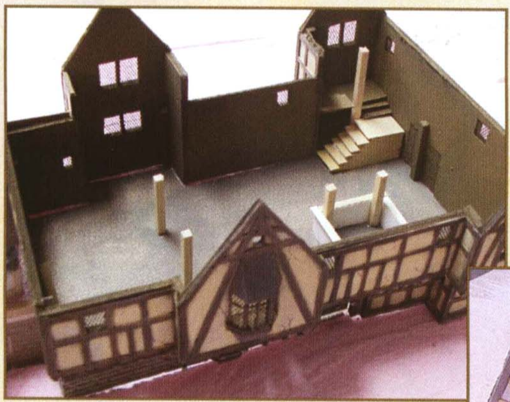




This shot shows all the construction work for Helm's Deep, baring the Deeping Wall and some buttresses on the Hornburg.

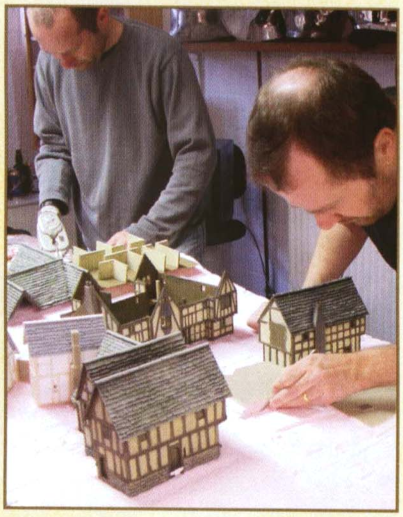
BREE

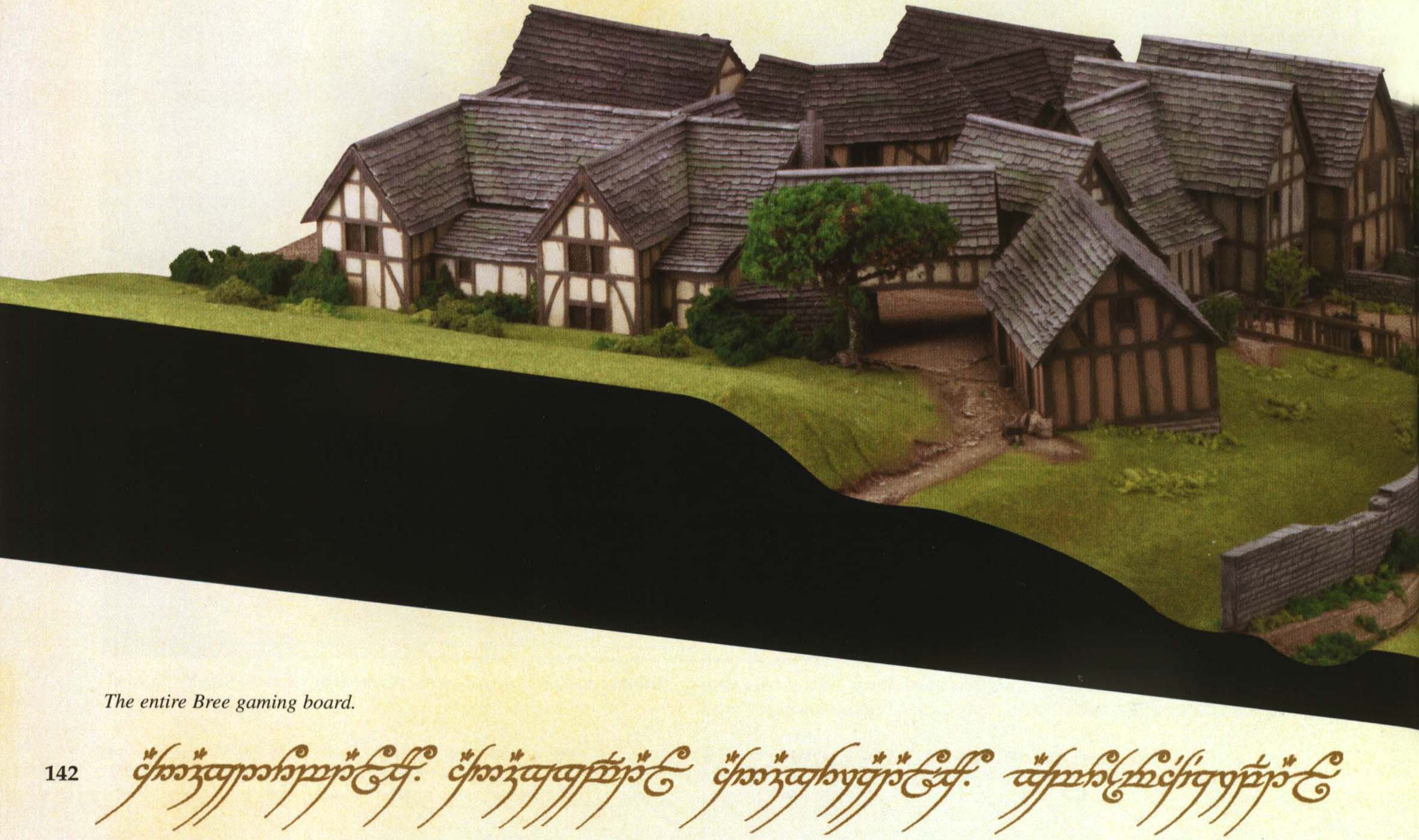
Our model of Bree was put together by Michael and Alan Perry, the model designers who also created much of The Lord of The Rings miniatures range. As well as The Fellowship of The Ring movie itself, the Perry's also used reference shots taken of the original film set to make this impressive model. The base board has been built up using sheets of insulation board cut and shaped to make realistically sloping terrain. The main material used for the buildings is foam card and cardboard with timber, gates, etc, in balsa wood. The many roof tiles are cut from card and then glued onto a pre-sized card roof.



The buildings all have removable roofs allowing models to be positioned inside – some of the buildings even have intermediate floors that can also be removed!

The buildings were made separately and positioned on the base board as they were completed.

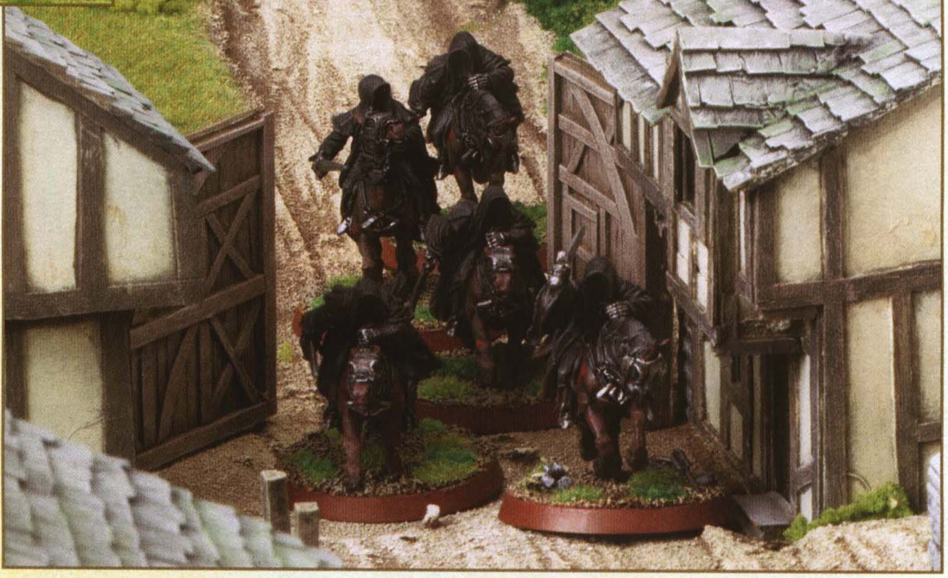




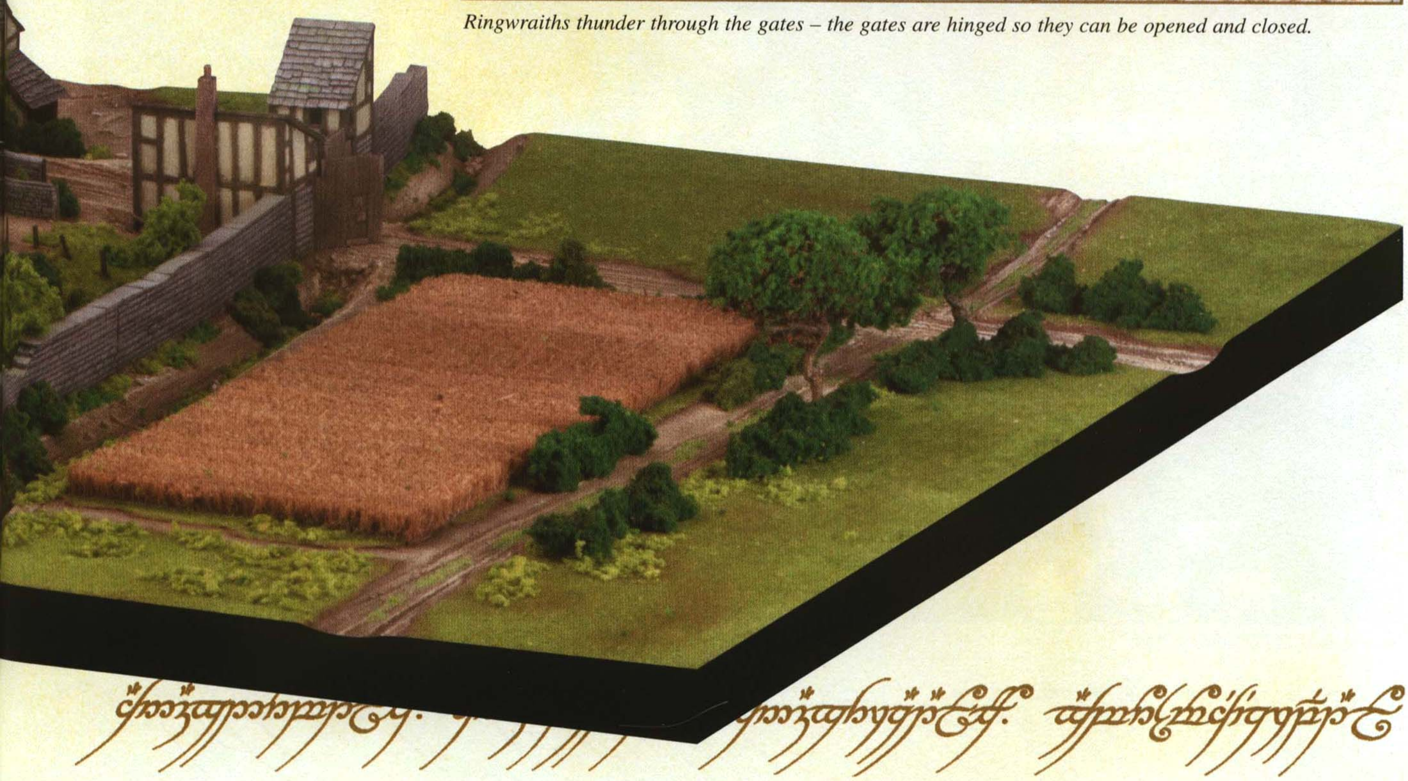
The entire Bree gaming board.

Alan and Michael have gone to great lengths to match the film.

The Hobbits hide from the Ringwraiths.



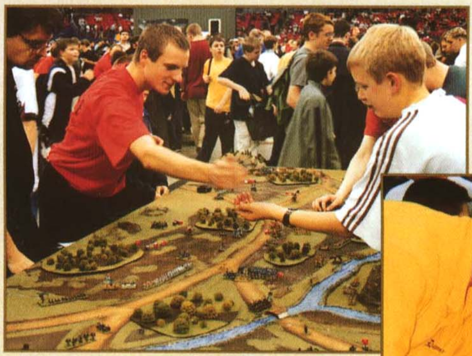
Ringwraiths thunder through the gates – the gates are hinged so they can be opened and closed.

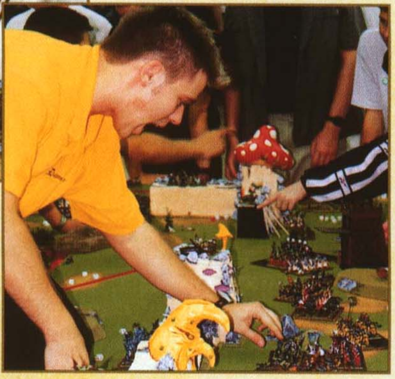


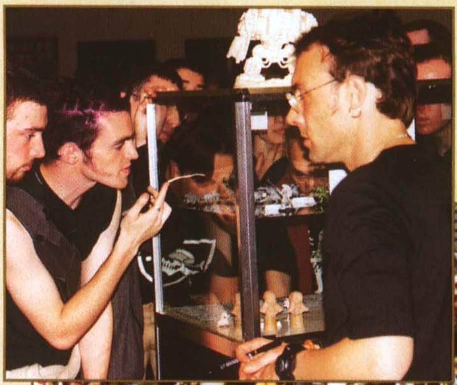
THE GAMING HOBBY

The gaming hobby has grown enormously in recent years as has the variety and quality of games and models available. Where once gamers were few in number and scattered far and wide, now there are few who do not have the benefit of a local club or stockist. Furthermore, the development of the internet has brought the skills and talent of the most creative individuals into the homes of all.

Games Workshop is a specialised company that manufactures and sells fantasy tabletop games and gaming miniatures. The Lord of The Rings battle game is part of a whole range of tried and tested gaming products and is fully supported by Games Workshop's extensive club and tournament program. Every year we hold special events – some of these take place at our Warhammer World exhibition centre in Nottingham, England; whilst our biggest and most popular Games Days are held annually, usually in Birmingham in England and Baltimore in the USA. More recently we have started to hold Games Days in France, Spain, Australia and Canada.







MEETING POINT

The crowds at Gamesday 2000.

GAMES CLUBS

Gaming is a sociable hobby and you will not be surprised to hear that there are many clubs that cater for gamers of all ages and tastes. If you live in a large city, you'll probably find there is a local games club where Games Workshop games are played. You don't need to be part of a club to enjoy gaming, but there are plenty of advantages, and it is always nice to meet people who share your own passion for gaming.

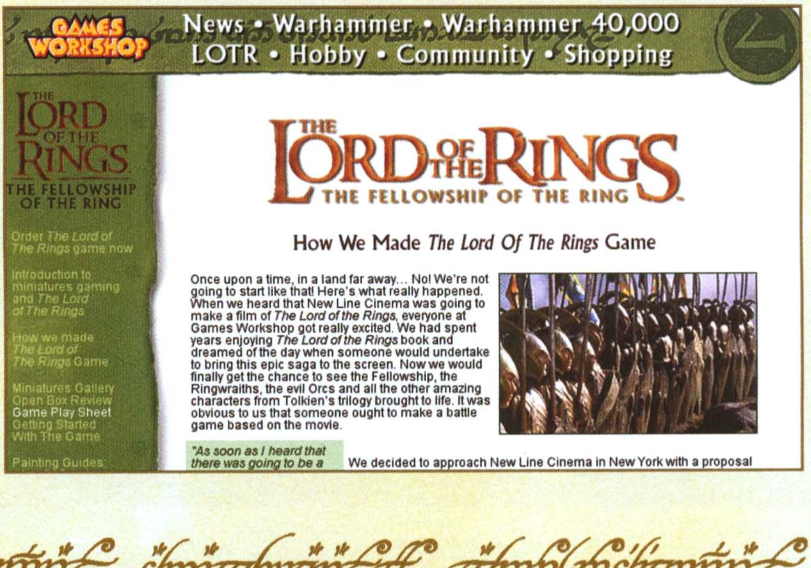
One of the great things about clubs is there's always someone willing to show you how to play a particular game or improve your painting or modelling skills. In particular, clubs always seem to harbour at least one expert scenery maker who will be only too happy to rope you in to whatever huge and ambitious project he happens to be working on. Many clubs also participate in bigger public events, putting on demonstration games or displays and helping to explain about the games and models.

EVENTS

These are the social occasions of the hobby – a chance to meet fellow hobbyists and swap ideas or just to hang out with old friends. As well as the major events of the gaming calendar, such as Games Day and the Grand Tournaments, there are many smaller local or specialist events held by independent groups or sponsored by Games Workshop. Many clubs hold their own events and, though these are usually small, intimate affairs, some of the larger club events attract hundreds of attendees.

ON THE WEB

You can find out much more about the Games Workshop Club program, events, and what is new for The Lord of The Rings battle game on Games Workshop's own website – www.games-workshop.com – where The Lord of The Rings game has its own extensive and ever expanding section. You'll find notes and interviews with the game's designers and the sculptors who worked on the miniatures, You can also find out more about painting and modelling The Lord of The Rings miniatures and see some wonderfully painted and converted examples from players' own collections.


GAMES WORKSHOP
News • Warhammer • Warhammer 40,000
LOTR • Hobby • Community • Shopping
THE LORD OF THE RINGS
THE FELLOWSHIP OF THE RING
Order *The Lord of The Rings* game now
Introduction to miniatures gaming and *The Lord of The Rings*
How we made *The Lord of The Rings* Game
Miniatures Gallery
Open Box Review
Game Play Sheet
Getting Started With The Game
Painting Guides
THE LORD OF THE RINGS
THE FELLOWSHIP OF THE RING

How We Made *The Lord Of The Rings* Game

Once upon a time, in a land far away... No! We're not going to start like that! Here's what really happened. When we heard that New Line Cinema was going to make a film of *The Lord of the Rings*, everyone at Games Workshop got really excited. We had spent years enjoying *The Lord of the Rings* book and dreamed of the day when someone would undertake to bring this epic saga to the screen. Now we would finally get the chance to see the Fellowship, the Ringwraiths, the evil Orcs and all the other amazing characters from Tolkien's trilogy brought to life. It was obvious to us that someone ought to make a battle game based on the movie.

"As soon as I heard that there was going to be a

We decided to approach New Line Cinema in New York with a proposal

WHITE DWARF

Games Workshop's monthly hobby magazine White Dwarf is a great place to look if you want more information about The Lord of The Rings battle game or the wargaming hobby in general.

To coincide with the release of The Lord of The Rings – The Two Towers game, White Dwarf has loads of articles enabling you to get more out of your battles, including:

News on forthcoming releases.

A look at the background of both the movie and game.

How to play The Lord of The Rings battle game.

New scenarios.

Campaigns and battle reports.

Advice on painting and converting your models.

Scenery masterclasses.

Gamers' model collections.

Features with sculptors, artists and designers.

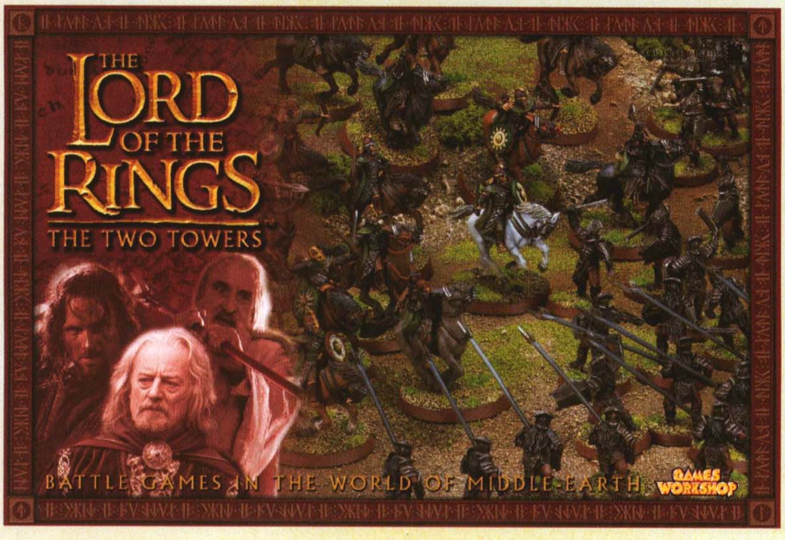
White Dwarf is also the place to look if you want to find out where your nearest Games Workshop store or local stockist is.

To make sure that you don't miss out on anything, you can buy White Dwarf from any of our stores or stockists, and most major newsagents. To be absolutely sure that you don't miss an issue, why not give Mail Order a call. They'll be more than happy to send your copy to you each month and if you take up a subscription you'll be able to take advantage of some of the brilliant deals available only to subscribers.

WHITE DWARF
NEW TABLETOP BATTLE GAME!
THE LORD OF THE RINGS
THE FELLOWSHIP OF THE RING

THE TWO TOWERS RANGE

The products listed here comprise some of the range to be released for The Two Towers game. Check out White Dwarf magazine or our The Lord of The Rings website at www.games-workshop.com/lotr/ for more details.


THE LORD OF THE RINGS
THE TWO TOWERS
BATTLE GAMES IN THE WORLD OF MIDDLE-EARTH
GAMES WORKSHOP

THE LORD OF THE RINGS
THE TWO TOWERS
GAMES WORKSHOP
THE LORD OF THE RINGS
THE TWO TOWERS
GAMES WORKSHOP
LORD OF THE RINGS
THE TWO TOWERS
GAMES WORKSHOP

THE GAMES WORKSHOP THE LORD OF THE RINGS WEBSITE

Regularly updated as and when boxed sets and miniatures are released, Games Workshop's The Lord of The Rings website is an ideal place to go to buy your models.

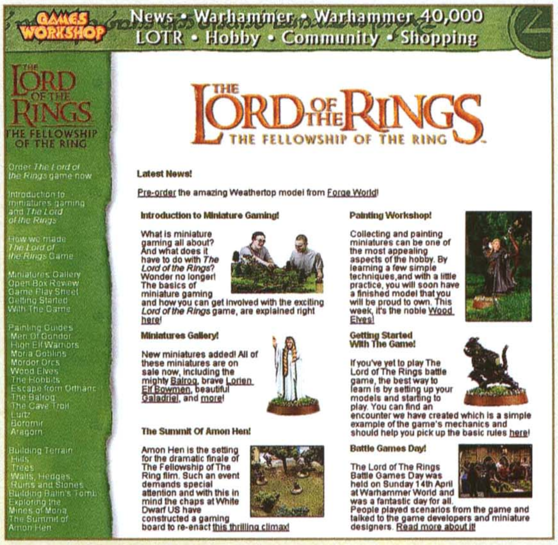
As well as this, the website will link you to the main Games Workshop website where you can find lots of information about painting models, details of wargaming clubs and gaming events in your area and the location of Games Workshop stores and independent stockists.

A large part of the Games Workshop website is dedicated to the wargaming community. This is a major forum which links together thousands of people across the world who are totally devoted to wargaming. Here you will find an abundance of advice written by fellow wargamers on all aspects of the hobby and also links to some of the thousands of websites on the internet written by gamers.

Another great aspect of the site is that it enables players who live near each other to meet up and play a game. So even if you don't have a games store nearby you should be able to find a club near you or join up with someone wanting a battle.

To find out the latest releases and news on The Lord of The Rings releases visit the following website:

www.games-workshop.com/lotr/


Games Workshop
News • Warhammer • Warhammer 40,000
LOTR • Hobby • Community • Shopping
The Lord of the Rings
The Fellowship of the Ring
Order *The Lord of the Rings* game now
Introduction to miniatures gaming and *The Lord of the Rings*
How we made *The Lord of the Rings* Game
Miniatures Gallery
Open Box Review
Game Play Sheet
Getting Started With The Game
Painting Guides
Men Of Gondor
High Elf Warriors
Moria Goblins
Mordor Orcs
Wood Elves
The Hobbits
Escape from Orthanc
The Balrog
The Cave Troll
Lurtz
Boromir
Aragorn
Building Terrain
Hills
Trees
Walls, Hedges, Ruins and Stones
Building Balin's Tomb
Exploring the Mines of Moria
The Summit of Amon Hen
The Lord of the Rings
The Fellowship of the Ring

Latest News!

Pre-order the amazing Weathertop model from Forge World!

Introduction to Miniature Gaming!

What is miniature gaming all about? And what does it have to do with *The Lord of the Rings*? Wonder no longer! The basics of miniature gaming and how you can get involved with the exciting *Lord of the Rings* game, are explained right here!

Painting Workshop!

Collecting and painting miniatures can be one of the most appealing aspects of the hobby. By learning a few simple techniques,and with a little practice, you will soon have a finished model that you will be proud to own. This week, it's the noble Wood Elves!

Miniatures Gallery!

New miniatures added! All of these miniatures are on sale now, including the mighty Balrog, brave Lorien Elf Bowmen, beautiful Galadriel, and more!

Getting Started With The Game!

If you've yet to play The Lord of The Rings battle game, the best way to learn is by setting up your models and starting to play. You can find an encounter we have created which is a simple example of the game's mechanics and should help you pick up the basic rules here!

The Summit Of Amon Hen!

Amon Hen is the setting for the dramatic finale of The Fellowship of The Ring film. Such an event demands special attention and with this in mind the chaps at White Dwarf US have constructed a gaming board to re-enact this thrilling climax!

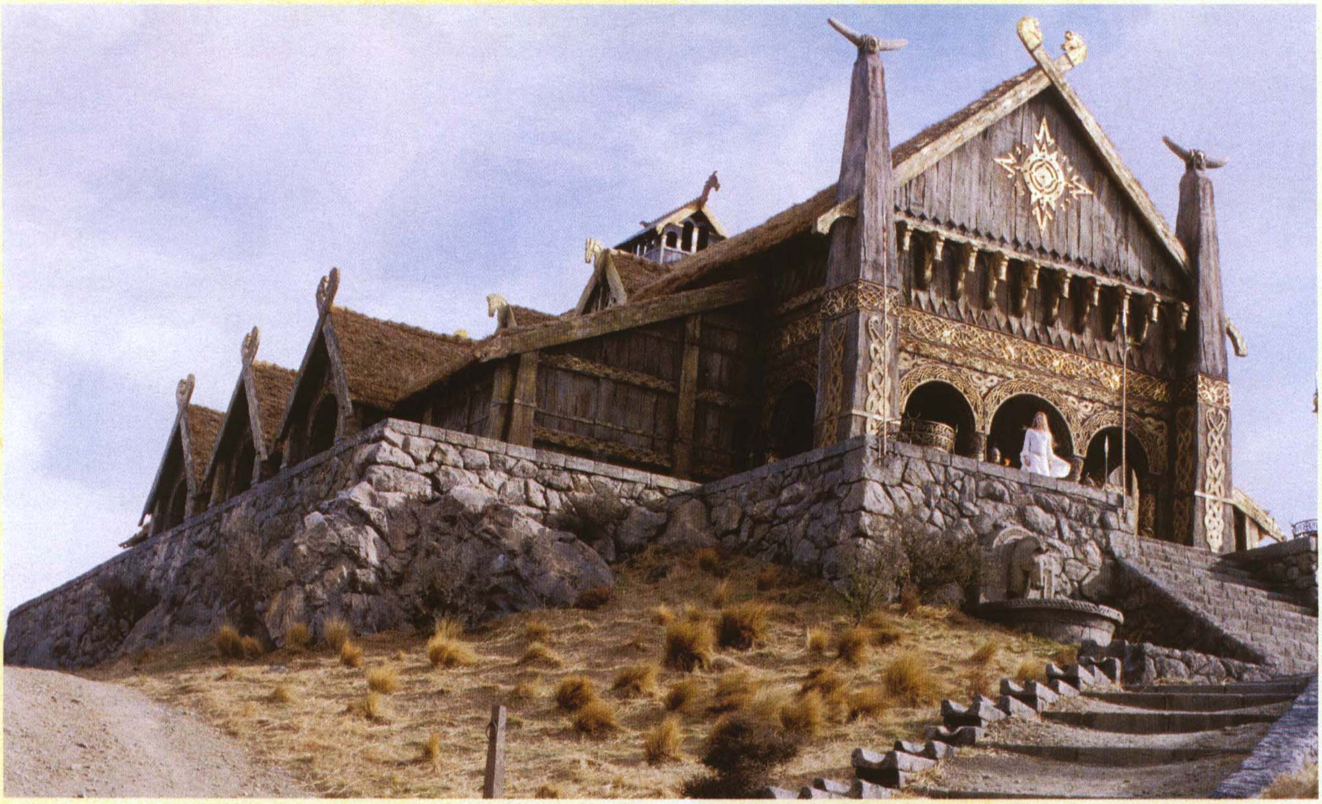
Battle Games Day!

The Lord of The Rings Battle Games Day was held on Sunday 14th April at Warhammer World and was a fantastic day for all. People played scenarios from the game and talked to the game developers and miniature designers. Read more about it!

For more details on other Games Workshop releases, general wargaming and hobby information, and links to our wargaming community check out:

www.games-workshop.com

The products shown overleaf are just some of the releases we have planned to coincide with The Lord of The Rings film trilogy. New releases are being brought out each month so make sure you keep up to date by regularly checking out White Dwarf or the website.



MAIL ORDER

Should you find that you do not have a local store or stockist nearby you can give our Mail Order department a call. Staffed by experienced gamers and collectors, they can supply you with the products that you require, and also help with any questions you may have about The Lord of The Rings hobby. From army selection to rules queries, feel free to give them a call.

If you place an order with us, it will be delivered straight to your door. Call the relevant number below for your country for more details.

UK	**0115 9140000**
USA	**1-800-394-GAME**
Canada	**1-888-GW-TROLL**
Australia	**(02) 9829 6111**
The Netherlands	**++44115 9168255**
Denmark	**++44115 9188506**
Sweden	**++44115 9188507**

HOW TO USE MAIL ORDER

Ordering by Mail Order is easy. If you have a credit card or debit card you can place your order over the phone.

- **TELL THE STAFF WHAT YOU WANT** – If you are not sure, just ask the telesales staff. They will be happy to help you out.
- **SIT BACK & RELAX** – After you have placed your order, just sit back, relax and wait for your parcel to arrive on your doorstep.

If you wish to pay by cheque (please include your cheque guarantee card number) or postal order, it is just as easy. All you need to do is:

- **FILL OUT AN ORDER FORM** – Printed in the Mail Order section of White Dwarf magazine, with what you would like.
- **COMPLETE PERSONAL DETAILS** – Fill out your name and address in the space provided at the bottom of the form.
- **THEN SIMPLY PLACE YOUR ORDER IN THE POST!**

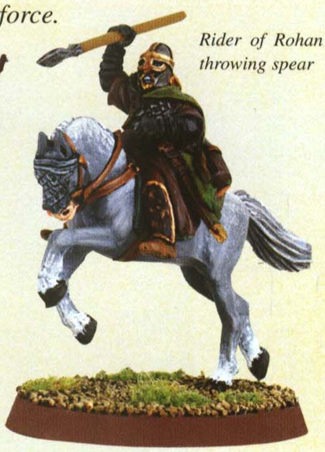
Shown here are some of the models representing the Free Peoples and Forces of Darkness in The Two Towers range. These will be available in boxed sets or as individual miniatures in the case of characters, or as a group of two, three or four warriors, they are an excellent way to add additional models or characters to your existing force.

THE FREE PEOPLES

Frodo
Sam
Merry
Pippin
Legolas
Boromir
Elrond
Haldir
Theoden
Eomer
Damrod
Gandalf the White
Treebeard
High Elf Warriors
Wood Elf Warriors
Warriors of Gondor
Warriors of Rohan
Riders of Rohan
Rangers of Gondor
Haldir's Elves
Rohan Royal Guard

Eowyn

Faramir


Rider of Rohan with throwing spear

Gamling

Aragorn

Ranger of Gondor

Gimli

GAMES WORKSHOP STORES

One of the best places to learn more about the game is at your local Games Workshop store. Not only can you find the entire Games Workshop Lord of the Rings range there but our stores are staffed by experienced gamers who can advise you if you have any questions or wish to take part in an introductory game.

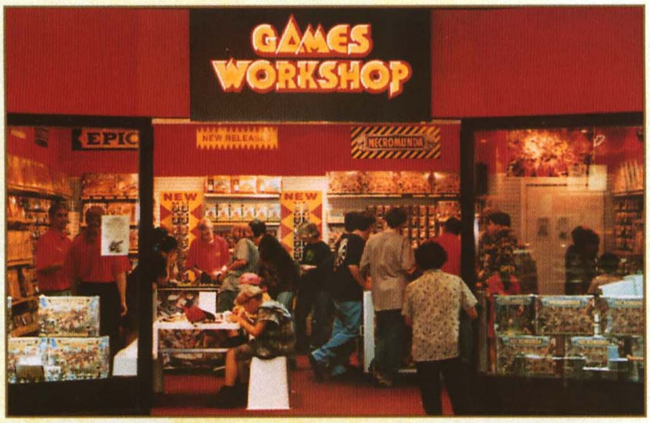
Our stores are also excellent places to meet other gamers. As most will have played other Games Workshop games they're a good starting point if you're new to gaming.

INDEPENDENT RETAILERS

You can also find our great Lord of the Rings hobby products in a huge network of independent toy, hobby and game retailers across the world.

Many of these stores also offer modelling advice, in addition to stocking the Lord of the Rings range. They may also stock a wide selection of Games Workshop paints and modelling equipment.

If you would like to know where your nearest independent retailer is, you can find a contact number for your area on page 160 of this rulebook. Alternatively, look in White Dwarf magazine or on the Games Workshop web site at www.games-workshop.com.



THE FORCES OF DARKNESS

Sauron
Ringwraiths
Balrog
Sharku
Grishnakh
Wildmen Chieftain
Wildmen
Gollum
Grim Wormtongue
Moria Goblins
Orc Warriors
Uruk-Hai Warriors
Uruk-Hai Berserker
Cave Troll
Warg Riders
Uruk-Hai Siege Ballista

Mordor Orc
Grima Wormtongue
Uruk-Hai Swordsmen
Uruk-Hai pikemen
Uruk-Hai Crossbowman
Saruman

SUMMARY OF PROFILES – FREE PEOPLES

WARRIOR	Move	F	S	D	A	W	C	Notes	M/W/F
FRODO BAGGINS	4"/10cm	3/-	2(3)	3(6)	1	2	6	Resistant to Magic; Ring	3/3/3
SAM GAMGEE	4"/10cm	3/-	2	3	1	2	5	Resistant to Magic	1/1/2
MERRY	4"/10cm	3/-	2	3	1	1	4	Resistant to Magic	0/0/1
PIPPIN	4"/10cm	3/-	2	3	1	1	4	Resistant to Magic	0/0/1
ELROND	6"/14cm	6/-	4	7	3	3	7		3/3/3
LEGOLAS	6"/14cm	6/3+	4	4(5)	2	2	6	Deadly Shot Wood Elves in Woods	3/2/2
HALDIR	6"/14cm	6/3+	4	4(5)	2	2	5	Expert Shot; Wood Elves in Woods	3/1/1
ELVEN CAPTAIN with bow	6"/14cm	6/3+	4	4	2	2	5		2/1/1
ELVEN CAPTAIN with bow & armour	6"/14cm	6/-	4	5	2	2	5		2/1/1
ELVEN CAPTAIN with sword, armour & shield	6"/14cm	6/-	4	6	2	2	5		2/1/1
ELVEN CAPTAIN with two-handed sword & armour	6"/14cm	6/-	4	5	2	2	5		2/1/1
GIMLI	5"/12cm	6/-	4	8	2	2	6		3/2/2
TREEBEARD	6"/14cm	5/-	8	8	3	3	7	Break Stone, Terror	3/6/3
GANDALF THE WHITE	6"/14cm	5/-	5	6	1	3	7	Staff of Power	3/6/3
ARAGORN	6"/14cm	6/3+	4	5(6)	3	3	6	Mighty Hero	3*/3/3
BOROMIR	6"/14cm	6/-	4	6	3	3	6	Horn of Gondor	6/1/0
THEODEN	6"/14cm	5/-	4	5(6)	2	2	5	Expert Rider	2/0/2
EOMER	6"/14cm	5/4+	4	5(6)	2	2	5	Expert Rider	3/2/2
EOWYN	6"/14cm	4/-	3	3	1	1	5	Expert Rider	1/1/1
GAMLING	6"/14cm	4/4+	4	5	2	2	4	Royal Standard; Expert Rider	2/1/1
FARAMIR	6"/14cm	5/3+	4	5	2	2	5		3/2/2
DAMROD	6"/14cm	4/3+	4	5	2	2	4		2/1/1
CAPTAIN OF MEN with bow & armour	6"/14cm	4/4+	4	5	2	2	4		2/1/1
CAPTAIN OF MEN with sword, armour & shield	6"/14cm	4/-	4	6	2	2	4		2/1/1
HIGH ELF WARRIOR with heavy armour and bow	6"/14cm	6/3+	3	5	1	1	5		
HIGH ELF WARRIOR with heavy armour, spear/sword & shield	6"/14cm	6/-	3	6	1	1	5		
HIGH ELF WARRIOR with heavy armour and two-handed sword	6"/14cm	6/-	3	5	1	1	5		
WOOD ELF WARRIOR with armour and bow	6"/14cm	6/3+	3	4	1	1	5	Wood Elves in Woods	
WOOD ELF WARRIOR with armour, spear/sword & shield	6"/14cm	6/-	3	5	1	1	5	Wood Elves in Woods	
WOOD ELF WARRIOR with armour and two-handed sword	6"/14cm	6/-	3	4	1	1	5	Wood Elves in Woods	
MAN with armour and bow	6"/14cm	3/4+	3	4	1	1	3		
MAN with armour, spear/sword & shield	6"/14cm	3/-	3	5	1	1	3		
RIDER OF ROHAN with armour and bow	6"/14cm	3/4+	3	5	1	1	3	Expert Rider	
HORSE	10"/24cm	0	3	4	0	1	3		
RANGER OF GONDOR with armour and bow	6"/14cm	4/3+	3	4	1	1	3		
RANGER OF GONDOR with armour, spear/sword & shield	6"/14cm	4/-	3	5	1	1	3		

SUMMARY OF PROFILES – FORCES OF DARKNESS

WARRIOR	Move	F	S	D	A	W	C	Notes	M/W/F
THE DARK LORD SAURON	6"/14cm	9/-	8	10	3	5	7	The One ring; Master of Evil; Terror, Unstoppable!	3/3*/special
WITCH KING	6"/14cm	5/-	4	8	1	1	6	Morgul Blade	0/10/0
RINGWRAITH	6"/14cm	5/-	4	8	1	1	6	Will; Terror; Darkness; Ringwraiths and the Ring	0/7/0
THE BALROG	6"/14cm	10/-	8	10	4	10	7	Lash; Terror; Will; Goblin Mastery	0/*/0
SARUMAN	6"/14cm	5/-	4	5	1	3	7	Staff of Power; Palantir	3/6/3
GRIMA WORMTONGUE	6"/14cm	2/-	3	3	1	1	3		0/0/0
GOLLUM	5"/12cm	4/-	4	4	2	2	4		1/0/1
SHARKU	5"/12cm	4/-	4	4(5)	2	2	3		3/1/1
GRISHNAKH	6"/14cm	4/-	4	4(5)	2	2	3		3/1/1
ORC CAPTAIN with bow	5"/12cm	4/5+	4	4	2	2	3		2/1/1
ORC CAPTAIN with spear/sword & shield	5"/12cm	4/-	4	5	2	2	3		2/1/1
MORIA GOBLIN CAPTAIN with bow	5"/12cm	3/5+	4	4	2	2	3	No Jump test required for obstacles	2/1/1
MORIA GOBLIN CAPTAIN with sword & shield	5"/12cm	3/-	4	5	2	2	3	No Jump test required for obstacles	2/1/1
URUK-HAI CAPTAIN with bow/crossbow & heavy armour	6"/14cm	5/4+	4	6	2	2	4		2/1/1
URUK-HAI CAPTAIN with sword, heavy armour & shield	6"/14cm	5/-	4	7	2	2	4		2/1/1
MORIA GOBLIN with bow	5"/12cm	2/5+	3	4	1	1	2	No Jump test required for obstacles	
MORIA GOBLIN with spear	5"/12cm	2/-	3	4	1	1	2	No Jump test required for obstacles	
MORIA GOBLIN with spear/sword & shield	5"/12cm	2/-	3	5	1	1	2	No Jump test required for obstacles	
ORC WARRIOR with bow	5"/12cm	3/5+	3	4	1	1	2		
ORC WARRIOR with spear	5"/12cm	3/-	3	4	1	1	2		
ORC WARRIOR with spear/sword & shield	5"/12cm	3/-	3	5	1	1	2		
ORC WARRIOR with two-handed sword/axe	5"/12cm	3/-	3	4	1	1	2		
WARG RIDER with sword and shield	5"/12cm	3/-	3	5	1	1	2		
WARG RIDER with bow	5"/12cm	3/5+	3	4	1	1	2		
WARG	10"/24cm	3/-	4	4	0	1	3		
URUK-HAI with bow/crossbow	6"/14cm	4/4+	4	5	1	1	3		
URUK-HAI with pike	6"/14cm	4/-	4	5	1	1	3		
URUK-HAI with sword & shield	6"/14cm	4/-	4	6	1	1	3		
URUK-HAI BERSERKER	6"/14cm	4/-	4	6	2	1	8		
CAVE TROLL	6"/14cm	6/-	6	6	3	3	3		
WILD MEN CHIEFTAIN	6"/14cm	4/-	4	4	2	2	4		2/1/1
WILD MAN	6"/14cm	3/-	3	3	1	1	3		

** See model's entry for details.*

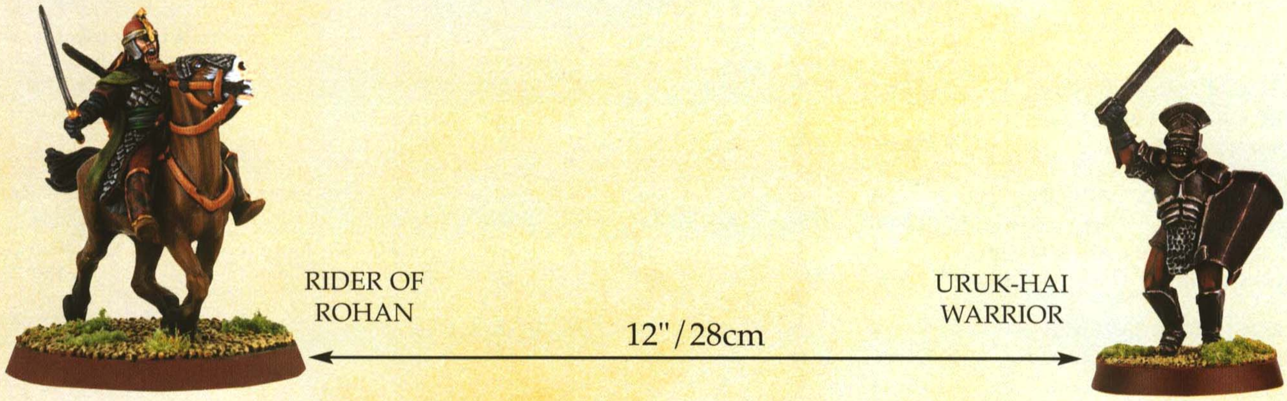
GETTING STARTED

If you have never played The Lords of The Rings battle game before, the best way to learn is by setting up your models and starting to play. Below you will find an encounter we have created which is a simple example of the game's mechanics and should help you pick up the basic rules.

CLOSE ENCOUNTER

In this example a valourous Rider of Rohan has spotted an Uruk-Hai scouting ahead of a raiding party. As the Uruk-Hai rushes towards him, the Rohirrim carefully takes aim with his bow. Can the Uruk-Hai reach the Man and cut him down before he gets shot?

Place a Rider of Rohan armed with sword and bow, and an Uruk-Hai armed with sword and shield 12"/28cm apart, facing each other over a level table.



TURN 1

PRIORITY
At the beginning of each turn, the players must roll a dice to determine who has priority (ie, who is going first) in all three phases of the turn. Winning this roll is therefore very important. The Good side always has priority on Turn 1, so in our example the Rider of Rohan has priority.

MOVE PHASE
In this phase the models can move. The Rider of Rohan moves first because the Good side has priority this turn. He decides not to move and remains stationary, preparing to fire his bow at the enemy.

Now it's the Evil side's turn to move. The Uruk-Hai has a maximum move of 6"/14cm, and decides to use all of his move to rush towards the Man. Move the Uruk-Hai 6"/14cm towards his opponent.

SHOOT PHASE
In this phase the models can shoot their bows. The Rider of Rohan gets his chance first because his side has priority. He takes aim and shoots the Uruk-Hai as he runs towards him. The player rolls a dice, needing a result of 4, 5 or 6 to hit the target. He rolls a 2 and misses. In the Evil side's turn to shoot, the Uruk-Hai cannot do anything because unfortunately he has no bow to shoot!

FIGHT PHASE
Since no models are touching base-to-base, there will be no Fight phase this turn.

TURN 2

PRIORITY
Both players roll a dice, the Good side's result is a 5 and the Evil side's is a 3. The Good side has scored the highest and will therefore have the priority for Turn 2.

MOVE PHASE
The Rider of Rohan realises that the Uruk-Hai is going to reach him and attack him, so he cleverly decides to move back half his normal move (5"/12cm). The Uruk-Hai moves again at maximum speed towards the Rider of Rohan, but because the Man has moved back, he's still unable to reach him and engage him in combat. He ends his move 2.5"/6cm away from the Rider of Rohan.

SHOOT PHASE
Models that have only moved up to half of their maximum move distance can still use their bows, so the Rider of Rohan can shoot and this time his dice roll is a 6. The Uruk-Hai has been hit!

Now we must determine whether the arrow kills the warrior or is stopped by his armour or shield. To find out, the Good side's player rolls a second dice, needing a 6 to eliminate the Uruk-Hai (he is very well armoured!). The Rider of Rohan rolls a 5 and the Uruk-Hai survives, the arrow has been stopped by his armour or shield, or has caused just a superficial wound – the battle continues.

FIGHT PHASE
As in Turn 1, there will be no Fight phase this turn.

TURN 3

PRIORITY

Both players roll a dice again to determine who will go first. This time they both roll a 2, a draw. Since the Good side has gone first in the previous turn, a draw means a change of priority, so the Evil side gets to go first in Turn 3.

MOVE PHASE

The Uruk-Hai seizes his opportunity and moves in contact with the Rider of Rohan, engaging him in combat. As a consequence of this, the Man loses his chance to move. Models cannot move out of a combat once they have been engaged.

SHOOT PHASE

This time the Rider of Rohan cannot use his bow because he is too busy defending himself from the charge of the Uruk-Hai. The Rider of Rohan therefore puts aside his bow and draws his sword.

FIGHT PHASE

Both players roll a dice to determine which model wins the fight and strikes its opponent. The Man rolls a 3 and the Uruk-Hai rolls a 4, winning the fight! The defeated Man is struck and moved back 1"/2cm. Just as with shooting, the player controlling the Uruk-Hai must roll another dice to find out if his strike is going to wound the Man.

The Uruk-Hai needs a 5 for his sword to go through the thick armour of the Man and eliminate him. He rolls a 1 and doesn't make it.

TURN 4

PRIORITY

Both players roll a dice again to determine who will go first. The Evil side rolls higher and gains priority once more.

MOVE PHASE

The Uruk-Hai once again charges into combat against the Rider of Rohan, stopping his opponent from moving when its turn comes.

SHOOT PHASE

Again the models are locked in combat, so there is no chance for the Man to use his bow.

FIGHT PHASE

This time both players roll a 5. In case of a draw the model with the higher Fight value wins the fight. The Uruk-Hai has a Fight value of 4 and the Rider of Rohan has a Fight value of 3. The Uruk-Hai wins the fight and the Man is once again moved back 1"/2cm.

The Uruk-Hai also gets another chance at rolling to wound his opponent. This time he rolls a 6 and kills the Rider of Rohan. The Rider of Rohan model is removed, leaving the Uruk-Hai as the only survivor and winner of the confrontation.

Now you can place the models back in their initial positions and fight this one-on-one combat again as many times as you like. The Rider of Rohan might even get his revenge on the Uruk-Hai! After that, we suggest you read once through this rules manual to learn more about the particular rules you have just used.

The best way to continue learning the rules is to play Scenario 1 – Scouring of the Westfold (see page 94) and look up any rules problems as you meet them.

Gandalf the White organises the defence of Rohan against the forces of Saruman.

CHARTS

MOVE CHART

Type of Model	Maximum move Inches/Cms
Human	6"/14cm
High Elf	6"/14cm
Wood Elf	6"/14cm
Hobbit	4"/10cm
Dwarf	5"/12cm
Gollum	5"/12cm
Ent	6"/14cm
Orc	5"/12cm
Moria Goblin	5"/12cm
Uruk-Hai	6"14cm
Cave Troll	6"/14cm
Balrog	6"/14cm
Ringwraith	6"/14cm
Sauron	6"/14cm
Horse Rider	10"/24cm
Warg Rider	10"/24cm

JUMP CHART

Dice	Result
1	Stumbles and fails. Halt at obstacle.
2-5	Success. Cross obstacle and halt.
6	Effortlessly bounds across. Cross obstacle and complete move.

CLIMB CHART

Dice	Result
1	Fall to the ground.
2-5	Continue to climb up/down. If top/bottom reached model halts.
6	Continue to climb up/down. If top/bottom reached complete remaining move.

THROWN RIDER CHART

Dice	Result
1	Knocked flying. Rider placed lying by mount and moves no further that turn.
2-5	Rises from the dust. Rider placed standing by mount and moves no further that turn.
6	Leaps into action. Rider placed standing – no further penalty.

BOW RANGES

Weapon	Range	Strength	Move Penalty
Orc bow	18"/44cm	2	Half
Bow	24"/56cm	2	Half
Elf bow	24"/56cm	3	Half
Crossbow	24"/56cm	4	All
Throwing weapon	8"/20cm	3	None

Wound Chart

		DEFENCE									
		1	2	3	4	5	6	7	8	9	10
Strength	1	4	5	5	6	6	6/4	6/5	6/6	–	–
	2	4	4	5	5	6	6	6/4	6/5	6/6	–
	3	3	4	4	5	5	6	6	6/4	6/5	6/6
	4	3	3	4	4	5	5	6	6	6/4	6/5
	5	3	3	3	4	4	5	5	6	6	6/5
	6	3	3	3	3	4	4	5	5	6	6
	7	3	3	3	3	3	4	4	5	5	6
	8	3	3	3	3	3	3	4	4	5	5
	9	3	3	3	3	3	3	3	4	4	5
	10+	3	3	3	3	3	3	3	3	4	4

RECORD SHEET

WARRIOR	Move	F	S	D	A	W	C	Notes	M/W/F

Please feel free to photocopy this page for your personal use.

THE LORD OF THE RINGS GAME AT A GLANCE

In this section of the manual we've summarised the game rules in a format that is more suitable for reference than the rules section of the manual itself. As such the summary is devoid of explanation and examples and has been presented in as compact a manner as possible. In all cases the actual rules section of the manual is definitive – refer to the main part of the rules for a full explanation.

1. TURN SEQUENCE

Each turn is divided into phases as follows:

1. Priority
2. Move
3. Shoot
4. Fight
5. End

2. PRIORITY PHASE

2.1 Both sides roll a dice and the highest score has priority that turn.

2.2 In the event of a tie the priority changes.

2.3 Unless specified otherwise the Good side has priority in the first turn.

3. MOVE PHASE

3.1 The side that has priority moves its models first. Move one model at a time until all models that intend to move have done so. The other side moves its models once the side with priority has completed its moves. Heroic moves are taken out of sequence before other movement (see Heroic Actions). Courage tests must be taken by individual models before they move in some situations (see Courage).

3.2 A model can move up to the maximum distance indicated on the Movement chart for its type.

3.3 Movement over difficult terrain counts as twice the actual distance.

3.4 If a model has magical powers these can be used at the same time as the model is entitled to move and at any point during its movement. A model must be free to move in order to use a power and must be able to see the target. Models already fighting enemies cannot use magical powers. (see Heroes).

3.5 A model cannot move to within 1"/2cm of an enemy model unless it intends to charge. A model already within 1"/2cm at the start of its move cannot move closer unless it intends to charge.

3.6 A model that moves into touch with one or more enemy models has charged. A model must be able to see its enemy at the start of its movement in order to charge. Once opposing models are touching they cannot move further that Move phase.

3.7 Models cannot move through other models as they move – each model's base defines the ground space it occupies.

3.8 Models are not allowed to leave the gaming area unless retreating from the battle or fulfiling an objective.

3.9 A barrier or object that is at least half the height of the model and up to and including twice the height of the model is considered to be an obstacle. Models can jump obstacles. Refer to the Jump chart. Lower barriers are no hindrance to movement. Higher barriers or barriers broader than double the model's height are impassable.

3.10 A model behind a barrier can defend it – its zone of control extends to the barrier in front of it up to 1"/2cm either side of its base. No enemy can cross this section of barrier.

3.11 Climbing sheer surfaces is treated as difficult terrain with the addition of a Climb test. Refer to the Climb chart.

3.12 Falls of more than twice the model's height inflict one Strength 3 hit per 1"/2cm of fall.

3.13 A warrior can lie down or get up once lying – costing half the model's move in each case.

3.14 A lying down warrior can crawl at 1"/2cm per turn.

3.15 A lying down warrior cannot shoot.

3.16 A lying down model is assumed to be able to see as if standing.

3.17 A lying down model which is partially obscured can only be seen on the dice roll of a 4, 5 or 6.

3.18 A lying down model can fight in combat but cannot strike. If it wins the combat it automatically stands. If it loses it backs away on the ground and counts as trapped.

3.19 A lying down model cannot defend a barrier.

4. SHOOT PHASE

4.1 In the Shoot phase the side with priority shoots with its models first. Shoot with one model at a time until all models that can do so have shot. Remove casualties as they occur. The other side shoots once the side with priority has finished. Heroic shooting is taken out of sequence before other shooting – see Heroic Actions.

4.2 The maximum range of a shot and Strength value of any hits is indicated on the Missile chart.

4.3 Models that have moved in the Move phase may not shoot in the Shoot phase, depending on the type of ranged weapon they are equipped with (see section 9).

4.4 An appropriately armed model shoots once in the Shoot phase (Note that some Heroes shoot more than once).

4.5 Roll a dice for each shot. A model needs to roll its Shoot value or greater to score a hit.

4.6 If a hit is scored on a partially obscured target roll a dice for each obscuring feature or model that lies in the way of the missile – starting with objects closest to the shooter. A dice roll of 1, 2 or 3 indicates the object/model has been hit and the missile is stopped.

4.7 A model shooting from behind cover does not count his own cover as in the way of his shot.

4.8 If the target is fighting in combat roll a dice: 1, 2 or 3 the shot hits the closest model from its own side; 4, 5 or 6 the shot hits the intended target.

4.9 Good models cannot shoot at an enemy if there is a friend in the way of the missile or fighting the target in combat.

4.10 Work out the effect of hits on targets or models struck in combat or because they are in the way of the shot. Roll a dice and consult the Wound chart. Cross reference the weapon's Strength with the target's Defence value. If the roll is sufficient to inflict a wound the target is removed as a casualty if it has 1 wound on its profile, or its Wound value is reduced by -1 if it had 2 or more wounds to begin with.

4.11 Heroes with multiple shots can divide their shots between different targets if desired.

5. FIGHT PHASE

5.1 Combatants are paired into one-on-one fights where possible, or into one-on-multiple fights where individuals are outnumbered. Spear-armed warriors fighting through friends simply add to one or both sides – they are not counted when dividing into combats.

5.2 Where combats can be divided more than one way the side with priority that turn decides how the combats are formed.

5.3 Combats are resolved one at a time. The side with priority decides which combats to fight first. Heroic combats are fought out of sequence before other combats – see Heroic Actions.

5.4 To determine which side wins a combat roll one dice for each model fighting or, if models have more than 1 Attack, each model rolls as many dice as it has Attacks. Pick out the highest dice roll on each side. The side that has the highest roll wins the combat.

5.5 Where models score equally the side whose model has the highest Fight value wins the combat. If this is equal roll a dice – 1, 2, 3 the Evil side wins; 4, 5, 6 the Good side wins.

5.6 Heroic models may add one or more points of Might to their dice rolls up to a maximum score of 6. If both sides wish to do this they secretly indicate how much Might they are using (minimum of 1).

5.7 All models on the losing side must back away 1"/2cm from the enemy or, if fighting two or more enemies, through any gap large enough for them to move through.

5.8 Models unable to back away because of interposing enemies, friends or terrain are trapped.

5.9 All models on the winning side can strike against their enemy once they have been beaten back. Models strike once for each Attack on their profile. Victors with 2 or more Attacks can divide their strikes between different defeated enemies if they want. Double the number of strikes when striking against a trapped enemy.

5.10 Resolve the effect of each strike on the Wound chart. Cross referencing the striker's Strength with the target's Defence to find the dice score required. Where wounds are inflicted remove casualties or record wounds inflicted where these are insufficient to cause a casualty.

5.11 When a combat is fought across a barrier models are assumed to be touching even though the barrier divides them. Only one enemy at a time can fight a defender across a barrier.

5.12 A model defending a barrier does not back away if defeated. If neither model is slain as a result of combat the attacker must back away 1"/2cm regardless of which side won.

5.13 If the model that is making the attack across the barrier wins, then each strike will be deflected by the barrier on the roll of a 1, 2 or 3.

5.14 If the defender of a barrier is killed his attacker moves over the barrier to take his place.

6. CAVALRY

6.1 A cavalry model comprises a rider and his mount and therefore has two separate sets of characteristics.

6.2 A cavalry model's 'eye view' is always taken from the point of view of the rider.

6.3 Mounted warriors cannot move through difficult terrain, climb, lie down, crawl or willingly jump down a drop of more than twice the mount's height. They cannot move up or down ladders and narrow steep stairs, nor can they carry siege equipment.

6.4 Mounts can re-take a failed Jump test – re-rolling 1s.

6.5 Mounting is treated as a jump – dismounting is automatic.

6.6 Cavalry models may carry a passenger, see page 58 for all rules about moving and fighting with passengers.

6.7 When shooting at mounted targets the mount is treated as in the way of a shot at the rider, and the rider is treated as in the way of a shot at the mount.

6.8 Should a mount be killed the rider must roll on the Thrown Rider chart. If riders are killed their mount is also removed as a casualty (for an exception see 10.15).

6.9 If a cavalry model charges into combat against enemy infantry it receives two advantages, even if it is subsequently charged by other enemy on foot. The advantages are lost if the model is subsequently charged by a mounted enemy. These two advantages are: 'Fight bonus' and 'Knock to the ground'.

6.10 'Fight bonus' means that the cavalry model gets an extra Attack.

6.11 'Knock to the ground' means that if the cavalry model wins the fight, all his opponents are knocked to the ground. This does not apply to enemies with a Strength of 6 or more, unless the mount also has Strength 6 or more. Each strike directed against models knocked to the ground is doubled.

6.12 If a cavalry model is defeated, its opponent can direct their strikes at mount or rider as they wish.

6.13 Mounted models cannot defend barriers.

6.14 If mounts are killed, their rider is thrown and the model is replaced with an equivalent model on foot.

6.15 If riders are killed, their mount is also removed as a casualty, unless it is important for the scenario for the models to be able to re-mount. If this is the case, follow the rules for loose mounts on page 61.

7. END PHASE

7.1 The End phase is an opportunity to check whether objectives have been met and make sure all necessary recording has been done before going on the next turn. It is also a good time to check for 50% casualties if one side is looking a little worn down.

8. COURAGE

8.1 A warrior must test his courage in three circumstances: 1) Attempting to charge a terrifying enemy; 2) At the start of a move once half of his force is destroyed; 3) At the start of a move if he is on his own.

8.2 When attempting to charge a terrifying enemy the test is taken once the model moves to within 1"/2cm of the enemy. In other situations the test is taken before the model moves in the Move phase.

8.3 Models are considered to be on their own if there are no visible friends within 6"/14cm and at least two visible enemies within 6"/14cm for every remaining wound the model has.

8.4 Models already fighting an enemy at the start of their move do not have to test.

8.5 To take a Courage test roll two dice, add the scores, and add the model's Courage value. If the total score is 10 or more the test is passed. If it is less than 10 the test is failed.

8.6 Models that pass their test are unaffected. Models that fail their test must retreat immediately.

8.7 Retreating models turn away from the nearest visible enemy and move their full movement distance. They will move as directly away as possible, diverting round other models, terrain and obstacles where they are in the way. Retreating models will not move to within 1"/2cm of enemy, or closer if already within 1"/2cm when they start to retreat.

8.8 Models that retreat from a terrifying enemy will effectively move twice – once to within 1"/2cm of the enemy and then a full move away.

8.9 Models who are unable to retreat because their route is blocked will retreat as far as they can. They still count as having moved full distance for other purposes (eg, shooting).

8.10 If a retreating model can reach the table edge within its move it will do so regardless of direction. The model leaves the battle and does not return.

8.11 Only one Courage test is taken in a turn because of half the force destroyed or being on your own. The first result stands for all.

8.12 If testing because half the army is destroyed, models within 6"/14cm of a Hero who has already tested his courage and passed do not have to test. They automatically stand fast so long as the Hero stands.

8.13 Models that have retreated are not penalised in subsequent turns. The failed Courage test results in a retreat, after which the model is treated as any other. Models will only retreat over successive turns if they fail successive tests.

9. HEROES

9.1 Heroes have three additional characteristics on their profile – namely Might points, Will points and Fate points. Not all Heroes have all three. Might, Will and Fate differ from ordinary characteristics in that they are expendable. Once a point of Might, Will or Fate has been used it is deleted from the model's profile.

9.2 Might is used either to modify dice rolls made on behalf of the Hero or to take heroic actions. When modifying dice rolls each point of Might expended adds or subtracts 1 from the dice roll (minimum score 1, maximum score 6). These additions/subtractions are made after the dice have been rolled and the score is known. Might can be used to modify Will dice rolls or Fate dice rolls, and is most commonly used to boost rolls to hit whilst shooting, rolls to determine which side wins a fight, and wound rolls either from shooting or fighting. It is also useful for Courage tests.

9.3 If opposing warriors both wish to use Might to boost their scores in a fight then each must secretly note how much Might they wish to use.

9.4 Where players wish to use Might to make a heroic action they must declare they are doing so at the start of the relevant phase. If both players wish to make heroic actions in the same phase they nominate which Heroes will act alternately, starting with the player indicated by a dice roll: 1-3 the Evil side goes first; 4-6 the Good side goes first.

9.5 There are three types of heroic action – heroic move, heroic shooting, and heroic combat. Each type of heroic action costs 1 Might point.

9.6 A Hero making a heroic move moves before other models in the Move phase. Friends within 6"/14cm move at the same time.

9.7 A Hero who is making a heroic shot shoots before other models in the Shooting phase. Friends within 6"/14cm shoot at the same time.

9.8 If a Hero makes a heroic combat action work out the fight he is engaged in before other fights. If the Hero wins his fight and if all of the enemy in base contact with the Hero are killed, then the Hero and all other models in the same fight can move again immediately. Models moving in this way can charge enemies they can see, initiating new fights or joining old ones if they wish. Models cannot fight more than one heroic combat in a turn.

9.9 Will is used in the Move phase to employ magical powers or to resist those of the enemy. To use a magical power roll one or more dice. Each dice rolled expends 1 point of Will. Pick the highest dice roll. If the score is equal to or more than that required to use the power then work out the result as described for the Hero's power. Might can be used to boost this score if required.

9.10 To resist a magical power roll one or more dice, expending 1 point of Will for each dice rolled. If the score equals or beats the dice score of the model using the power the power has been successfully resisted.

9.11 Fate is used when a Hero suffers a wound. The model gives up 1 Fate point and rolls a dice. If the score is a 4, 5 or 6 the Hero has miraculously survived and the wound is ignored. This roll can be boosted by Might. If the roll is failed the Hero can use another point of Fate, and can continue to do so until he has no Fate points left.

10. WEAPONS

10.1 Warriors armed with swords, axes, clubs, maces and similar hand-held weapons are considered to be armed and able to fight as described in the main rules. The same is true of bow-armed models armed with bladed bows. No special rules apply.

10.2 **Spears.** Warriors armed with spears, whether held in one or both hands, can fight in combat exactly like sword-armed models. In addition, they can add 1 Attack to a fight if they are touching a friend who is himself touching an enemy. The spear-armed model 'fights through' the friend. The spear-armed model cannot be struck if his side is defeated, but he can strike if his side wins. He must back away if his side is defeated. Only one spear-armed model can fight through the same friend, and friends wielding two-handed swords/axes or shielding cannot be fought through in this way.

10.3 **Two-handed swords/axes.** Warriors armed with big, heavy swords or axes that require both hands to use are said to have two-handed sword/axes or two-handed weapons. Halberds, glaives, and other axe-like pole arms that require both hands to use can also be considered to be in this category. Models armed with two-handed swords/axes suffer a -1 dice penalty when working out which side has won a fight, but add a +1 bonus to their dice roll to score a wound. In both cases the worst result is a 1 and the best result is 6.

10.4 **Knives/Daggers.** Warriors that have no visible armament are assumed to have knives or daggers tucked into boot tops or hidden under clothing. Models armed with daggers suffer a -1 dice penalty when working out which side has won a fight. The worst roll is a 1.

10.5 **Shields.** Models armed with shields have a Defence value that reflects the added protection of the shield. In addition they may defend by shielding. A model that is shielding rolls two dice per Attack when working out which side wins the combat, but cannot strike if it wins. In a multiple combat all models on the same side must use the shielding rule or none.

10.2 **Pikes.** The same rules for spears apply to pikes as well, with the exception that models armed with pikes can fight through two friends instead of just one.

10.2 **Throwing weapons.** Throwing weapons can be used only once, so the players must record in a suitable way when a model uses such weapons. Throwing weapons can be thrown normally in the Shoot phase (see the Shoot section). They can also be thrown in the Move phase. Models can throw these weapons during a charge against the model charged. If the target is killed, the charger can choose to complete his charge move against another suitable target.

Eowyn, the White Lady of Rohan, as fiery and valiant as any of the Riders.

WHERE TO FIND US

If you would like any more information about Lord of the Rings or other Games Workshop products, or if you would like to order something from our Mail Order service, please contact us by using one of the numbers below. Alternatively you can check out our website at www.games-workshop.com.

UK

GAMES
WORKSHOP,
WILLOW ROAD,
LENTON,
NOTTINGHAM
NG7 2WS

TEL:
01159 140000
FAX:
01159 168002

USA

GAMES
WORKSHOP,
6721
BAYMEADOW
DRIVE,
GLEN BURNIE,
MD 21060-6401

TEL:
1-800-492-8820

CANADA

GAMES
WORKSHOP,
2679 BRISTOL
CIRCLE,
UNITS 2 & 3
OAKVILLE,
ONTARIO
L6H 6Z8

TEL:
1-888-GW-TROLL

AUSTRALIA

PO BOX 576,
INGLEBURN,
NSW,
1890,
AUSTRALIA

TEL:
(02) 9829 6111

NORTHERN EUROPE

GAMES WORKSHOP
WILLOW ROAD, LENTON
NOTTINGHAM
NG7 2WS

TEL: 00441159 140000 • FAX: 00441159 168002

COPENHAGEN: FREDERIKSBORGGADE 5.
TEL: 33 12 22 17

STOCKHOLM: REGERINGSGATAN 30,
TEL: 08213840

AMSTERDAM: ROKIN 36,
TEL: 0206223863

OSLO: MOLLERGATA 5/9,
TEL: 22 33 29 90

The Warriors of Rohan battle against the Uruk-Hai.

The Riders of Rohan charge out to meet the Uruk-Hai.

THE LORD OF THE RINGS
THE TWO TOWERS

This manual forms a complete and invaluable guide to collecting, painting and gaming with Games Workshop's detailed and extensive range of The Lord of The Rings miniatures. Within its colourfully illustrated pages you will find the essential rules, information, and inspiration to bring the battles of Middle-earth to your own tabletop.

THE GAME RULES

The complete gaming rules for aspiring defenders of the Good and champions of Evil. Rules cover the use of cavalry models, shooting and ranged attacks, hand-to-hand fighting, different sorts of weapons, siege warfare, and much more besides.

SCENARIOS

Ten different scenarios are described from The Two Towers movie including the fight against the Uruk-Hai at Helm's Deep, the ambush by Faramir's rangers in the wooded land of Ithilien, and the Ents siege against the Tower of Orthanc at Isengard.

PAINTING THE MINIATURES

A comprehensive guide on how to assemble and paint The Lord of The Rings miniatures. The fundamentals of how to paint are described in detail with plenty of tips and techniques to improve your skill.

MAKING SCENERY

How to transform your tabletop into a dramatic scene of miniature conflict! Presenting various fully modelled battlefields together with helpful advice about constructing your own layouts.

This rules manual is also available together with a selection of plastic models and scenery as The Lord of The Rings The Two Towers strategy battle game.

ENGLISH
ISBN 1 84154 285 7
PRODUCT CODE 60 31 14 99 002
5 011921 941360 >

Join THE LORD OF THE RINGS OFFICIAL FAN CLUB
www.lotrfanclub.com

NEW LINE CINEMA
An AOL Time Warner Company

Visit: www.lordoftherings.net

America Online Keyword: Lord of the Rings

GAMES WORKSHOP

© 2002 New Line Productions, Inc. The Lord of The Rings and the characters, names and places therein, ™ the Saul Zaentz Company d / b / a Tolkien Enterprises under license to New Line Productions, Inc. All Rights Reserved. Citadel, the Citadel castle, Games Workshop & the Games Workshop logo are trademarks of Games Workshop Ltd.